

Kismet's First Campaign

Journal of Events, Part II:

Flamerule 16: Reached the city of Silverymoon. After restocking on supplies I spent some time with Inessa, who told me that her group was successful in stopping a small raiding party of drow.

Flamerule 17-18: Stayed in Silverymoon.

Flamerule 19: Left Silverymoon.

Flamerule 20-22: Traveled.

Flamerule 23: Came home to Thandell. After examining the newly built church of Sune Aseir gave Roana 100 gold.

Flamerule 24: Thorik and Tika returned to Thandell and I gave them their very much delayed birthday presents. Later that day I learned that Velia had sent Roana. I called a meeting with Commanders Dragonthorne, Silverstrike, and Akordia to discuss the situation, but nothing was accomplished.

Flamerule 25-27: Relaxed at home.

Flamerule 28: Celebrated my 19th birthday at the local bar by throwing a massive party. Aseir and Tika gave me gifts of locks for the stables that I intend to build. Tika also gave me the lock from my house, letting me know that it's time to upgrade it again. Thorik gave me a potion of bull strength.

Flamerule 29-30: Relaxed at home.

Eleasis 1: Tace told Aseir that Roana is missing. Later that day Tace found a note under Roana's bed that was written in Alzhedo, the tongue of Calimport. The letter, written by Velia, stated that she had "removed" Roana, just as he wished.

Eleasis 2-4: Relaxed at home.

Eleasis 5: Thorik, Tika and I were summoned by Commander Silverstrike. The prince is past the age of marriage and the princess will be coming of age next winter. The three of us are to travel to Silverymoon, Everlund and Waterdeep to see if we can find a proper noble spouse. I asked Commander Silverstrike if we could speak with the prince and princess to ask them what sort of person they would like to marry, to which he agreed. I also asked him if we could invite some of the royalty of Nesme, to which he hesitantly agreed.

Eleasis 6: Relaxed at home.

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Eleasis 7: Commander Silverstrike snuck us into the Princess Merdecia's room and we asked her what sort of man she would like to marry. She did not give us much information to help search for her future husband, but she did give us a lot of information we can use to help find a bride for her brother the prince. Late that night a barbarian named Lothar was caught climbing over the Thandell wall. Lothar was taken to Bill, and Bill sent out guards to bring us. We took Lothar to Fanya who told him what had happened to the Great Wyrn tribe.

Eleasis 8: We met prince Daereth at the Academy and learned that he has an illegitimate son that the queen will not allow into the city. Afterward since Lothar had raided an old dwarven tomb and was wearing dwarven made weapons and armor we took him to see Milrun and Marcon to see if we could learn who's tomb he had raided. Neither recognized the crests on Lothar's weapons and armor, but Marcon decided to send some scouts to the area Lothar described to see if they could find the tomb.

Eleasis 9: We received the invitations to deliver to the noble families. Fanya asked us to take Lothar with us so he could see the world. Although none thought it was a good idea we hesitantly agreed and left for Thandell.

Eleasis 10-14: Traveled.

Eleasis 15: Arrived at Silverymoon. We settled in and bought noble outfits for Grab Throat, Tika and Lothar. Later Tika and Grab Throat took Lothar to the church of Sune, which he did take very well. Meanwhile I made an appointment to see Kailwyn and Thorik visited an elven bard named Farhan and paid to learn which noble families would be acceptable to invite to the ball. We also met a halfling bard named Naren who has begun to court Tika.

Eleasis 16: We had a meeting with Kailwyn and he told us that he would inquire various noble families about meeting with us. He also was able to recommend an old elven bard named Mandorallen that may be interested in become a Thandell instructor. Later that day we received a list of noble families. On the list the Isanbard and the Onaris families stood out, Kailwyn recommended the Andvari family and Naren recommended the Holloway family.

Eleasis 17: After giving Lothar a three hour crash course on dinner etiquette we had dinner with the Andvari family. The Andvari family has two possible candidates, Korothir Andvari, an elven ranger, and a distantly related cousin named Luriella, who is a half elf ranger. After the dinner Thorik and I paid Naren to look into the two Andvari candidates.

Eleasis 18: Naren returned with the information about the two Andvari candidates. There was not much information available about Luriella other than she's a ranger and has a good reputation. Korothir, on the other hand has a sorted past. A hundred years ago he ran off and married a human peasant girl. The woman died giving birth, the child died shortly thereafter and Korothir returned home, having nowhere else to go. From what we have learned it seems that Luriella may be a good match for the prince, but that Korothir would not be a good match for the princess. However considering their history Prince Daereth and Korothir may

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have a lot of things in common and may enjoy speaking with each other. Later that day we had lunch, entertainment and dinner with the Isanbard family. We met their two children, Maeus who is a fighter, and their inhumanly beautiful daughter Sunniva, who is an oracle of Sune. Sunniva had a strange reaction to Tika and told her that she had been marked by Sune. After seeing the Isanbard family we paid Naren to investigate the two Isanbard candidates.

Eleasis 19: Sunniva invited us to the church of Sune and gave us a tour. She also explained how as an oracle she receives visions of the past, present, and future. While Sunniva was very courteous I'm not sure if she would be a good fit for Prince Daereth. That night Naren told us that he had not learned much about Maeus, other than he's a fighter and has a good reputation.

Eleasis 20: We had dinner with the Onaris family and met their single son, a monk with the assumed name of Leaping Moon. Leaping Moon told us how he had traveled to a monastery and studied to be a monk against his family's wishes, and only returned because his family had need of him. It is hard to gauge what sort of man Leaping Moon is, but I personally feel that he may be too worldly for Princess Merdecia. However Leaping Moon does know someone who may qualify for Thandell's monk position and promised to see if this person is able and willing to interview with someone from the Academy. That night Thorik paid Naren to look into Leaping Moon's past.

Eleasis 21: Had dinner with the Holloway family and met Cathera, a cleric of Chauntea. I liked the Holloway family, they were funny and seemed down to earth. Later that night we were visited by Sarla, the ex-wife of Terlin Onaris. Sarla told us about two other candidates from the Onaris family, a cleric of Lathander named Alovander and a young sorceress named Melana. Sarla also told us that Leaping Moon is gay.

Eleasis 22: We had tea with the Andvari and later the Isanbard family. Later that day Naren returned with information about the Onaris family. The only thing that Naren was able to learn about Alovander and Melana is that they both have a good reputation, but he did hear several rumors that Leaping Moon is gay. That night Inessa and her team returned from the High Forest. They had received a false alarm and marched out to the High Forest to find no trace of Lolth worshiping drow. I introduced the two dwarven clerics of Clangeddin Silverbeard, Nelin and Rezdán, to Thorik and they told him about a young dwarven girl that had recently lost her twin. After the conversation Thorik went to offer (nonsexual) comfort to her.

Eleasis 23: Had tea first with the Onaris and later with the Holloway family. A messenger from the Linvail sent us invitations for dinner and to meet their two eligible noble candidates, Ranea and Rylock. We paid Naren to investigate the two of them. Later that night Thorik received a message from a dwarf named Bleddice Brightshield requesting his presence. When he arrived Bleddice explained that he and his lover, Gara Goldshield are from two different dwarven clans that are in competition with each other. Gara is pregnant and the two wish to be wed but their families have paid to have the dwarven churches refuse to perform the marriage ceremony. Instead Thorik had each dwarf grab a willing grandparent as a witness and performed the wedding at the church of Garl Glittergold. Meanwhile when Tika went to a public bathhouse she

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was hit on by a dwarven woman. When they left the bathhouse together the dwarven woman turned into a gnomish man. The gnome is a sorcerer by the name of Xandos who uses his magic to spy on woman in public bathhouses. He took Tika on a crazy date filled with fun and magic.

Eleasis 24: Had tea with the Linvail family. While we all liked Ranea and Rylock, they seemed better suited to travel with us on the road than to become Thandell royalty. Later that day Lothar left, and none of us were sorry to see him go.

Eleasis 25: Aseir and Illeandra arrived in Silverymoon. After some Silverymoon guards finished harassing Thorik for performing an unauthorized wedding we spoke to bard Mandorallen about the possibility of becoming a Thandell Academy instructor. That night Aseir had dinner with Sunniva.

Eleasis 26: Rented dire hawks and flew to Everlund. Naren is traveling with us.

Eleasis 27: Naren and another bard we hired did research about additional royal candidates in Everlund besides the ones we had invitations for. They came up with the noble families of Gaskill and Trueblades, which should be invited but have no suitable candidates for marriage. They also came up with the noble families of the Morlwicks and the Karmandon, which should also be invited and do have possible marriage candidates. Last we sent out invitations for the Everlund royal family.

Eleasis 28: Met with the prince, princess and grand general of Everlund. It was a tense, uncomfortable, unpleasant visit and we were all glad when it was over.

Eleasis 29: Enjoyed dinner with the Morlwick family. We met Dalston, a wizard with a good sense of humor, and spent most of the night gossiping about the Everlund royal family.

Eleasis 30: Had lunch with the Karmandon family and met Edric and Falun, both fighters. The two brothers seem very nice, simple people. We heard quite a bit about the family's copper and silver mines, and how the two brothers have helped defend them from goblins, kobolds and other vermin.

Eleint 1: Left Everlund and flew to Noanar's Hold.

Eleint 2: Left Noanar's Hold and flew to Beliard.

Eleint 3: Left Beliard, but due to bad weather we did not travel as far as we wished.

Eleint 4: Arrived at Waterdeep. We found Aleria and she and Naren went out looking for suitable noble families.

Eleint 5: Aleria and Naren returned with the Ravenwoods, Castlewards, Harkspells, Northwoods, Mhaerthorns, Amistains, Ethendards, and Edmondstones. They also heard rumors

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that some of the Amistain family is corrupt, that the Ethendard has a reputable cleric of Kelemvor and that the head of house Edmondstone was opening a Netherese exhibit. After exchanging some uneasy glances we sent out Naren requesting that we see the Edmondstone family as soon as possible. Fortunately we were able to get an appointment for tomorrow, and we can check to see if they have one of the magical Netherese mirrors before the exhibit is opened to the public. That night Tika rented a boat and she and Naren shared a passionate night together.

Eleint 6: While Aleria and Tika were shopping they saw a halfling in a cage. The caged halfling, Zylphan, told them that while he was guilty of some crimes, he stated that he didn't deserve to die. I paid the temple of Tyr to investigate his crimes. Later that day we had an appointment with the Edmondstone family, which went well. After promising to inquire about possible royal candidates our host Violet invited Tika to accompany her to a ladies club tomorrow. That night we after confirming our identities with the church of Tyr we went to the prison and spoke with Zylphan. Zylphan is a very skilled rogue who smuggled narcotics from Skullport to Waterdeep. He was caught after he gave up the trade and he feels that a guard he use to tease is using his influence to make sure he dies. We gave our report to the church of Tyr, but Thorik wanted to do some more investigating. Going down to the district where Zylphan worked we learned that Zylphan had killed his family so that his competitors couldn't use them against him. We also learned that Zylphan had been dating a woman, but when she died in childbirth he gave most of his gold to a church, but we could not discover which one.

Eleint 7: While the rest of us relaxed, Tika attempted to learn which church Zylphan donated his gold to.

Eleint 8: Tika went to the ladies club and met several nobles of Waterdeep, including ones we will be interviewing later. She also had a palm reading done and was told the description, but not identity, of seven potential lovers. When Tika returned to the inn Xandos the gnome sorcerer was waiting for her and took her out dancing.

Eleint 9: Had dinner with the Amistain family. We met Melenda and Valdis, both bards, Xaemarra the fighter and the steward of the family, Tesselle. I was very surprised to discover that Tesselle is evil, and more skilled than we. Had a very enjoyable evening.

Eleint 10: Had dinner with the Ethendard family. Met their son Koren, who a skilled fighter a member of the Waterdeep watch and Galen, a skilled mage.

Eleint 11: Went to the opening of the exhibit and saw several old Netherese artifacts and two plays. We saw no sign of any magical mirrors but we did meet the Lebarsini family, most of which were evil.

Eleint 12: We were summoned to the estate of Edmondstone to speak with the leader of its house, the Lady Selwyn. When the Lady Selwyn took out some magical mirrors out from a protected warding her exhibit came under attack. While she pulled out a wizard's staff to battle

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the intruders she commanded us to take the mirrors to the church of Oghma. On the way to the church we were attacked by a Deathkiss, a beholder kin. After we slew it we ran to the church where we heard rumors that drow, red wizard of Thay and beholders were attacking the city. We helped guard the church until the no sign of the attackers was found.

Eleint 13: While Tika went and visited Zylphan the rest of us sold the beholder kin's corpse for 2,000 gold. Later while Aseir was telling Roana's parents that she was dead the rest of us attended the auction of Zylphan's equipment, which sold for obscene amount of gold. That night Zylphan escaped from prison just before his execution. While walking back to the inn Thorik heard two dwarves arguing. The argument ended before Thorik arrived and he learned that the older dwarf, a recent cleric of Berronar Truesilver named Lenodus, is arranged from his son because his son worships Abbathor. Lenodus has been attempting to see his granddaughter for a long time, but his son will not let him.

Eleint 14: Tika went to the ladies club and bought a sentient ring during an auction. The ring, named Tivora, was a tavern wench that insulted the wrong wizard.

Eleint 15-16: Waited for appointment from noble families.

Eleint 17: We were summoned to the church of Ilmater where we found Velia waiting for us. She came to Waterdeep because the Suleiman and Daelomiell are warring and she does not want to harm either of her parents. Instead she journeyed north and will be traveling to Silverymoon to be closer to Aseir. While Aseir was overjoyed the rest of us were livid and I had to leave before I started killing people.

Eleint 18: Had the misfortune of dining with the Zaintaris family. The Zaintaris family is led by an old man named Cethric and his elven bride Galara. We suffered through the attentions of their three rotten half elf children. Delsonora is evil, Elarena is barren, and while Cean was neither evil nor barren he was an arrogant ass for the entire evening. Were it not for the presence of the ranger Broton I would have called the entire evening a waste.

Eleint 19: We received a message requesting a meeting at the city gates. Waiting for us at the gates was Broton and his dogs. Broton felt that he didn't have much of a chance to speak with us the day before, so spent an enjoyable afternoon with him. We spent the night penning polite declines to the requests of those who wished to attend the Thandell royal ball but lacked the necessary noble titles.

Eleint 20-24: Relaxed in Waterdeep.

Eleint 25: We were invited to full day of "entertainment" at the Lebarsini estate, with excellent food and bards performing for our enjoyment. While Aseir was wandering the estate the mistress of the house, Varra, tracked him down and easily seduced him. They were interrupted mid-coitus by Sedalia who blackmailed Aseir into voting for and her brother Jander. Later we were split up with the men accompanying Jander to a gambling hall with an attached brothel.

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Tika went with Sedalia and the other woman Skullport where they watched gladiatorial pit fights.

Eleint 26-30: Stayed in Waterdeep.

Eleint 31: Had dinner with the Edmondstone family and met the Lady Selwyn's son Donatien and the bard Sarelle. While Donatien, a cleric of Oghma was interesting we were all very fascinated by Sarelle. Sarelle had been captured and experimented on by illithids and as a side effect had become telepathic. We told Sarelle about the open bard position at the Thandell Academy and hopefully she will apply.

Marpenoth 1: Tika was violently sick. A quick progression of spells shows that she is pregnant! Tika told Naren that he is going to be a father and the rest of us celebrated. We said goodbye to Aleria and Illeandra and bought supplies we would need for the road.

Marpenoth 2: Left Waterdeep.

Marpenoth 3: Traveled.

Marpenoth 4: Traveled. Spent the night in Olostin's Hold.

Marpenoth 5: Left Olostin's Hold and arrived at Everlund.

Marpenoth 6: Left Everlund and arrived at Silverymoon.

Marpenoth 7: Contacted Leaping Moon about the monk that might be willing to become a Thandell Academy instructor. Unfortunately Leaping Man told us that the monk was old and too ill to travel. Later that day we were contracted by Kailwyn and told that he had found a way to restore Caelia's fertility. We will need to travel to a moving island and enter an ancient temple of Sune. Kailwyn did not tell us if we would need to bring Caelia, or if we would be searching for some sort of movable fertility, perhaps in potion form. After a quick visit with Caelia we retired for the night.

Marpenoth 8: We left Silverymoon and flew home to Thandell. After dropping off our report to Commander Silverstrike Tika went home, introduced Naren to her aunt and uncle and told them she is pregnant. Aseir went to the temple of Sune and told his followers that Velia would be coming to Silverymoon. While none of them took the news well Castianira was so upset that she dumped Aseir and left Thandell, probably never to return. Thorik introduced his wife to Lenodus and Ulvenar and I visited all my friends.

Marpenoth 9: I visited each of Aseir's followers and collected gold for an early end of the year present for Tika. While I was collecting gold I also asked them if they would be willing to work for me. Most said that they would need time to consider my offer, but Tace agreed to be my office manager on the spot. Tika's aunt and uncle told her that they would be willing to watch

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her baby while she was traveling on the road. Later that day Commander Silverstrike took Thorik to the Academy and ordered him to deal with his two grandchildren, Pearl and Jacinth Hoardebreaker. Thorik learned that these two thundertwins each have the sorcerer ability to cast the spell true strike once per day.

Marpenoth 10: I flew to Silverymoon and talked with Sunneva about the condition of Aseir's church. Sunneva told me that she would send help for the church soon.

Marpenoth 11: I went to the church of Hoar and spent the holy day with Inessa. We exchanged gifts and spent time together.

Marpenoth 12: I had an appointment with Kailwyn and he gave me a magic box and told me to get on a ship on Waterdeep and sail west. Once we get a certain distance from land the box would open a portal to another plane and take us to an island sacred to several gods. Kailwyn told us that we will probably have to pass some sort of challenge and then we would given a substance that will restore Caelia's fertility. Last I was warned that all items on the island are sacred and that while we could take what we want, selling them for profit would offend several gods and we would likely be cursed.

Marpenoth 13: Flew back to Thandell and I held a meeting about the instructions given to us by Kailwyn. Later that day we threw a surprise party for Tika and gave her a ring of protection and a ring made from platinum. The platinum ring is a focus in case Thorik or I need to cast the spell shield other. Naren look hurt that I forgot to ask him to chip in on her presents.

Marpenoth 14-16: I asked Lelex, Orban (from the war) and Kelara if they would be willing to work for me and they agreed. Thorik asked Onan if he could train him and Onan agreed.

Marpenoth 17: Flew to Silverymoon.

Marpenoth 18: Rented dire hawks and flew back to Thandell.

Marpenoth 19: We all flew to Silverymoon.

Marpenoth 20: Flew to Everlund.

Marpenoth 21-23: Traveled.

Marpenoth 24: Arrived in Waterdeep. We tracked down Aleria and Norcia and asked them to help us find a ship that is willing to sail west.

Marpenoth 25: Sent a request to the Lady Selwyn Edmondstone asking for her aid in finding a ship.

Marpenoth 26-28: Continued to search for a ship.

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Marpenoth 29: Received word from Donatien that he may have found a ship willing to carry us.

Marpenoth 30: Awaited word from the Edmondstone family.

Uktar 1: We spoke with the lusty captain of the Felidae, Sharwyn, and she agreed to sail due west for 4,000 gold.

Uktar 2: Celebrated our group anniversary. While drinking I learned that Daelomiel had tortured Aleria and that he was some sort of shadow creature, like Tika's parents.

Uktar 3: Recovered from hangover.

Uktar 4: Set sail on the Felidae. Aleria is sailing with us, but Norcia stayed behind in Waterdeep. That night Zylphan showed himself to only Tika and began training her as a shadowdancer.

Uktar 5-8: Sailed. Tika continued her training with Zylphan in secret.

Uktar 9: Tika had a dream in which Camara told her that there was something wrong with her baby. When she awoke she asked Thorik and I to cast our spells to see if we could find anything wrong with her child and/or pregnancy. Other than the fact that Thorik discovered that Naren comes from a line of sorcerers we found nothing unusual.

Uktar 10-16: Sailed. Tika continued her training with Zylphan in secret.

Uktar 17: The ship was attacked by giant carp and Thorik, Tika and I were each swallowed by a different fish. I was able to use my oils to burn my way out and swim back to the ship. When Thorik was swallowed Grab Throat leapt onto the fish's back and began to stab it while Thorik cast inflict wound spells from the inside. Between the two dwarves the fish quickly died and they were also able to swim back to the ship. Tika was having a much harder time of it and when she attempted to burn her way out the fish inhaled ocean water, leaving her with no air to breathe. When Naren learned that a fish had swallowed Tika he freaked out and then changed into a large silver dragon. Naren flew after the fish, froze it with his frost breath and then shattered it with his claws. Tika thought that her being pregnant was trouble before, but her condition had become much more complicated now that she is carrying half dragon babies.

Uktar 18-22: Sailed. Tika continued her training with Zylphan in secret.

Uktar 23: Sailed to an island populated by monkey like creatures wearing human clothing. The monkey people were very rude and drove us from the village by throwing rotten fruit at us. In the middle of the village was a statue of Sune, and by the way the villagers sneered and cursed at it, I would guess that they are under some sort of curse inflicted by the goddess.

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Uktar 24-29: Sailed. Tika continued her training with Zylphan in secret.

Uktar 30: Sailed to another island covered with strange tower like structures. A huge ocean giant helped to pull the boat into docking and we explored the floating city of Ortygia. We learned that Ortygia was created by wizards who wished to live apart from Faerun. They used their magic to transform the island so that it can support life, creates its own fresh water and can be moved. While we were sightseeing the town Grab Throat slept with a human woman and Thorik had dinner with the captain of the Manhunter.

Nightal 1: Zylphan told Tika that he noticed some slave ships, and that if they were this far out they were probably not going to a slave market, but were going to be killing, perhaps sacrificing the slaves. Tika told the rest of us about the slave ships and we debated our next move. Thorik wanted to buy several of the slaves and set them free, but I felt that giving gold to the slavers would be supporting the slavery system and I wasn't sure if my paladin code would allow that. Aleria offered a compromise, that we offer spells of healing in exchange for slaves. This seems a better deal, that we can rescue slaves by providing a one-time service. Thorik spoke with the captains of the Felidae and the Manhunter and they agreed to speak to the captains of one of the slave ships and see if we could strike up a deal.

Nightal 2: Captain Sharwyn had dinner with the captain of the black slave ship and learned that this particular ship works for one of Larloch's liches. The slave ship picks up hundreds of slaves, and since the lich does not care if the slaves are dead or alive the conditions on the ship are even worse than usual. While I have strong feelings against slavers, I have even stronger feeling about people being magically used by liches.

Nightal 3: We were allowed on the ship and by granting several healing spells we can purchase 300 slaves. Among the seventy-five slaves we bought was a gnome sorceress named Genia. While we were selecting which slaves to rescue we could hear Captain Belgos screaming and ranting about us taking too long. However even more disturbing was how quickly the ship mage Kauvra magically calmed him.

Nightal 4-5: Selected another 150 slaves to be freed. We noticed that the vast majority of the slaves on the ship are woman, and if that is no a coincidence then I shudder to think of the reason. Among the slaves we selected were four half drow, one of which was evil.

Nightal 6: After we picked the last seventy five slaves we could rescue Captain Belgos issued us an invitation to dinner we didn't feel we could safely refuse. The dinner was very tense and much to my dismay Captain Belgos seemed to take a liking to me. I had to be very careful in how I worded my answers, but I must have succeeded since the Captain invited me to join his crew. Needless to say I did not accept his offer. Later that night after we set sail from Ortygia Zylphan caught a half elf rogue named Reelan that had snuck onto our ship and knocked her unconscious. When we questioned her with spells of truth we discovered that she had been hired to discover where the meeting place between the black ship and the lich were.

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Nightal 8-11: Sailed. Took the time to get to know several of the people we rescued.

Nightal 12: One of the women we rescued, Daria, told us that there are undead trolls in the Trollbark forest. It seems that there may be another unholy sight to Cyric located there.

Nightal 13: A cry of warning brought us running to the deck where we saw a pink whirlpool pulling the ship into it. Despite the best efforts of the crew the ship was pulled in and much to our surprise we found ourselves near an island with multiple beams of different colored light and multi-colored bubbles floating from it. Our group took a rowboat to the island and as we came closer we could see that the bubbles contained sleeping babies of rare creatures and the streams of light were filled with the unborn of common creatures. We came ashore and made our way to the center of the island where we found fruit that increased our physical sensations and water that induced orgasms. As we continued forward we were molested by swarms of bliss motes, which Thorik drove away with a wind wall spell. Next we encountered some satyrs that turned Grab Throat and I into woman, magically charmed us, and attempted to get us undressed. Thorik, Aleria and Tika were able to drive them off, and much to Grab Throat and my relief the transformation was only temporary.

Nightal 14: Encountered a red slaad but we each backed away from each other and went our separate ways.

Nightal 15: Came to a series of well-made stairs leading up the side of a mountain. After traveling up the stairs for a couple of hours we passed through a portal and into an open room made from plants with a door of flesh. Through the door was the keeper of the Well of Life and she told us that to draw from the well requires a life sacrifice. She told us that we could sacrifice someone else's life, a year of our own life, a bit (stat) of ourselves, or a precious item. I sacrificed a bit of my vitality to draw fertility for Caelia and Thorik sacrificed his magical (+2) ring of protection to draw out some fertility for himself. The Keeper of the Well also told us that anyone born on this plane could be viewed from the Well of Life and we could discover if they still lived or not. Below is a list of the people and their descendants we saw:

Tika: Going to have twins, Naren: Silver dragon parents and grandparents, Grab Throat: 3 boys, 2 girls, one of which is a gold dwarf, Camara: She has white in her hair and some green veins, Lyrina: Lyrina's mother is the Lady Alustriel! Daelomiel: has had four children, but Velia is the only one still alive, Ananda: still lives, Triel is dead, and Moclyss is her great, great grandfather, Noshen: Alive with 3 kids, Drizzt: Two living grandchildren, Akordia: a 22 year old daughter, Silverstrike: Several children and grandchildren, Aseir: His daughter is alive and well.

Nightal 16: Left the temple and headed back to the ship.

Nightal 17: Reached the ship. Tika told Naren that she was going to have twins. We learned that some of the satyrs had snuck on board and seduced some of the woman.

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Nightal 18-30: Sailed. During this time we discussed what we should do about everything we learned on the island and the situation with Tika's children.

Hammer 1, 1382: Celebrated the new year on the ship. That night Thorik had a dream about being in an ancient dwarven hall and listening to a ritual about having a name stricken from every record and every memory. The ritual involved custom made dwarven bells and Thorik could hear something coming for him through the vibrations of the ringing bells.

Hammer 2: A massive storm broke and we had to tie ourselves to the ship. The ship started taking water but Naren was able to swim under the boat and seal the leaks with his ice breath.

Hammer 3-4: Sailed and made what repairs to the ship that we could.

Hammer 5: Sarelle discovered that some of the food had gone bad and Thorik and every other member of this ship that could cast the spell purify food and water worked to save as many supplies as they could. The rest of us continued to work on repairs.

Hammer 6-7: Continued working on repairs and casting spells of purification on the food.

Hammer 8: A group of sirens swam up beside the ship and began to sing, luring several sailors to them. Although Aleria was able to bard ability to counter some of their luring songs it was not enough. Fortunately all the sirens wanted was access to the male sailors (and Grab Throat) for a bit and when they finished they cast an obscuring mist and disappeared under the waves. Two of the sailors have had their intelligence drained, but with a couple of restoration spells and some rest they should recover soon.

Hammer 9-25: Sailed. I asked Nasya the half orc if she would be willing to work for me as a guard and she agreed. Sarelle and Evaine (half drow bard and wizard) agreed to come with me to see if I could get them in touch with the church of Eilistraee in Silverymoon.

Hammer 26: Thorik used his spells to alert the church of Tyr that we are about to arrive in Waterdeep with about 300 ex-slaves in need of help. I talked with Naren and learned that he plans on taking his children once they are born (hatched?) to stay with his mother.

Hammer 27-29: Sailed.

Hammer 30: Arrived at Waterdeep! We were met at the docks by the port master and several senior members of the church of Tyr. Everyone was escorted to the church of Tyr but after giving several reports, verified with truth spells, we were released. I donated gold to get everyone we rescued a room at an inn for the night, Thorik arranged for every member to get a new peasant's outfit and Naren started looking to see if he could find some of them jobs. Tika and I took a wonderful hot bath (not together), went shopping, and then I visited with Suron and Illeandra.

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Hammer 31: Midwinter celebration. Everything in the city of Waterdeep was coated in a magically created frost.

Alturiak 1: Left Waterdeep, spent the night in Red Larch.

Alturiak 2: Left Red Larch, spent the night in Beliard.

Alturiak 3: Left Beliard, slept on the road.

Alturiak 4: Traveled, spent the night in Olostin's Hold.

Alturiak 5: Left Olostin's hold, traveled through bad weather.

Alturiak 6: Reached the city of Silverymoon. I paid for Sarelle and Evaine to have a room at an inn for a month and left a note for the church of Eilistraee regarding their location. Then I visited my church and donated most of the magical water and fruit that I had taken from the fertility island. After inquiring if there were any followers of Hoar that I might employ I took Inessa to the inn and introduced her to Sarelle and Evaine. Inessa and I spent the rest of the night catching up on old news and enjoying each other's company.

Alturiak 7: While delivering the fertility for Caelia to Kailwyn we hinted about Lyrina and told him to expect her soon. During the visit Kailwyn told us that several wizards from Silverymoon dismantled the runes at the unholy sight of Cyric near the Moonwood, but that they had regrown by the next day. Kailwyn also told us that a village of avariel had been located but that they would not take Caelia in until she was sane and no longer a major interest for a powerful demon. After visiting with Caelia (who had a bad reaction to Tika's pregnancy) we were given a reward of 500 gold.

Alturiak 8: Flew home. Aleria asked if she could stay with me and I agreed. Spent most of the night talking.

Alturiak 9: I gave Nasya a tour of Thandell and got her a job working for Beven. While I was showing Nasya the city I said hello to my friends and passed out delayed end of the year gifts. I gave my report to Commander Silverstrike, told him that Tika was pregnant with half-silver dragon twins, and paid gold to have my fliers guild built.

Alturiak 10: Spent most of the day visiting friends and giving gifts. I told Lyrina that she is the daughter of Alustriel and I met Delosar, one of the new clerics of Sune.

Alturiak 11: Spent the day writing letters to the queen and to Damia.

Alturiak 12: Spent most of the day speaking with various wizards about getting several polymorph spells done. So far T'zara Volkos has offered me the lowest price at 900 gold. While I was speaking with T'zara she told me that she has been having disturbing dreams about

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darkness. Later that night Ulvenar told me that he has also been having nightmares about darkness and that Elicora has been having nightmares as well. From what Ulvenar has heard her muttering it sounds like she is having dreams similar to Thorik.

Alturiak 13: I was summoned to the Academy where Commander Dragonthorne introduced me a halfling sorcerer named Kalodair. Kalodair recently joined the Academy and he is being assigned to our team to replace Tika. Our next assignment is to bring the two children of Drizzt to Mithral Hall. One of the grandchildren is a twelve-year-old girl by the name of Nalia who lives with her mother and stepfather in Loudwater. The other grandchild could not be located by scrying. I told Grab Throat to tell Tace to offer jobs to Denin, Jacinth and Pearl while I was gone. Next I asked Lyrina if she wanted a lift to Silverymoon, and when she agreed I told her to meet me at the Academy at dawn. Finally I flew to Silverymoon, dropped off a book of spells that Ulvenar had written for Evaine, rented dire hawks, and flew back to Thandell.

Alturiak 14: Aleria, Kalodair, Lyrina and I flew to Silverymoon. I set up an appointment for Lyrina to meet with Kailwyn tomorrow.

Alturiak 15: Aleria, Kalodair and I flew to Everlund. On the way we were attacked by two large white dragons. Kalodair was able to knock them out of the air with a volley of fireballs but he seemed very shaken by the aerial battle. My guess is that he has not been in very many fights, if this one had him nervous. When we arrived at Everlund we sold what little we could from the charred remains of the dragons and retired to an inn to eat well-done dragon steaks.

Alturiak 16: As we were leaving Aleria noticed that the High Forest is much, much closer to the Everlund walls since we were last here. A passing guard told us gossip that said that Everlund was warned to change its ways. When it didn't, the trees appeared overnight. Suddenly there was the sound of bells ringing and Thorik appeared. Thorik was as surprised as we were to have suddenly appeared next to us, and he used a sending spell to tell Ulvenar that he was all right. Flew to Olostin's Hold.

Alturiak 17: Flew from Olostin's Hold to Noanar's Hold.

Alturiak 18: Flew from Noanar's Hold to Beliard.

Alturiak 19: Flew from Beliard to Ulubin.

Alturiak 20: Flew from Ulubin to Secomber.

Alturiak 21: Flew from Secomber to Zelbross.

Alturiak 22: Flew from Zelbross to Loudwater.

Alturiak 23: Aleria went around town trying to find out what she could about Nalia. Kalodair had an interesting idea and dressed up as a human child. He spent the day wandering the streets

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and between his disguise and his owl familiar, Little Wing, he was able to discover where Nalia lived, the name of her mother and stepfather, and that Nalia has two half siblings. Aleria learned that the town has a very heavy Zhent influence.

Alturiak 24: Aleria and Kalodair talked to Cendra (Nalia's mother) and between Aleria's people skills and Kalodair's charm spells they were able to convince her to allow Nalia to come with us. We gathered Nalia and flew from Loudwater to Zelbross. That night two Zhents entered each of our rooms. Kalodair was able to kill one Zhent and chase off the other, I managed to defeat both of mine but Aleria was knocked unconscious and Nalia was taken. A healing potion revived Aleria and the three of us chased the Zhents into the street. While Kalodair and I chased one Zhent into a building Aleria ran to the stables, hopped on Suron, and from the air was able to see three Zhents leaving town with Nalia on the river. Aleria flew to Kalodair and I, we all hopped on Suron and flew after the Zhents. When we caught up with them I attempted to convince the Zhents to surrender, without luck. Kalodair was able to convince one Zhent to leave with his charm spell, but it had no effect on the other two. I flew in and attacked one Zhent with my lance, but the force from my blow knocked the boat over, spelling the two Zhents and Nalia into the water. I dove off of Suron into the water, grabbed Nalia, swam back to Suron and we flew to the church of Chauntea and spent the night there.

Alturiak 25: Flew from Zelbross to Secomber.

Alturiak 26: Flew from Secomber to Uluvín. While in Uluvín a merchant named Aothur asked me to deliver a sealed message to a merchant named Olara in Everlund.

Alturiak 27: Flew from Uluvín to Beliard.

Alturiak 28: Flew from Beliard to Noanar's Hold.

Alturiak 29: Flew from Noanar's Hold to Olostin's Hold.

Alturiak 30: Flew from Olostin's Hold to Everlund. We heard a rumor that whoever was responsible for the growth of the trees gave the royal family a threat to marry outside of their family or else. Following a hunch I asked Kalodair to scan the letter for Olara for magic, and he told me that it was enchanted with abjuration magic. I delivered the message to Olara and warned her that the letter was magically enchanted.

Ches 1: Flew from Everlund to Silverymoon. Kalodair learned from an elven cleric named Larethian that the church of Vhaerun is responsible for the growth of the High Forest. He also told Kalodair that the church of Vhaerun has been luring many surface elves to its clergy with the promise to bring back days of old, when the forest were massive and there were few human settlements.

Ches 2: Flew home to Thandell. Marcon said that he would take Nalia to Mithral Hall.

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Ches 3: A woman named Isania Fostengar asked if she could be one of my fliers and after she passed several magical tests I told her that she could have the job. Tace told me that when Damia read my letter she locked up the church of Sune and left Thandell. I had Tace unlock the church and I was able to convince the acolytes, Vianne, and Rayma to go back work there. Then I went to the church of Torm and used the Debt of Persecution to convince them to help the church of Sune as well.

Ches 4: Relaxed in Thandell. Thorik spent the day making potions and Denin told Tace that he would work for me.

Ches 5: Ulvenar came with us when we flew from Thandell to Silverymoon. We checked all the churches to see if any of them had heard of Zarim, without luck. While I was at the church of Sune I spoke with Sunniva and I told her about the situation with the church of Sune in Thandell. Ulvenar began researching Thorik's condition.

Ches 6: Made an appointment to see Kailwyn.

Ches 7: Saw Kailwyn and told him about Drizzt's grandchildren and we asked for Lady Alustriel's help. Kailwyn promised to deliver our message to her.

Ches 8-9: Waited for a reply.

Ches 10: Kailwyn told us that Zarim is staying in a magical place controlled by Silverymoon but that we would not be allowed to enter until we agreed to be placed under a geas not to reveal the location. After the spell was cast we flew to a fort controlled by the Argent Legion and met Methrammar Aerasume, Lady's Alustriel's half-elf son and commander of the Argent Legion. Methrammar and his pseudo-dragon familiar, Beau, led us through an invisible door into Herald's Holdfast, a magical library similar to Candlekeep. Inside we met Old Night and she offered to look into Thorik's condition and then introduced us to Zarim, who was in Quaevarr when it fell. Zarim survived by fleeing the town and by chance or the blessings of the gods managed to accidentally run through the invisible door while being chased by the undead.

Ches 11-12: Stayed in Herald's Holdfast while Old Night and her people continued to look into Thorik's condition.

Ches 13: Old Night told us that it would take quite a while to look through all of the records. However she noticed that there were several gaps in the history of Delzoun that were interesting and offered to allow someone to travel with us to witness his teleportation.

Ches 14: Methrammar approached me and offered to do an exchange between Thandell soldiers and the Argent Legion. He would also like to have some of the Argent Legion to be at the ball, and not as guests. Last Methrammar would like a tower built between Thandell and Silverymoon, to be staffed by soldiers of both cities. In exchange he would arrange to have magical spells and wards to protect Thandell from suffering the same fate as Quaevarr.

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Ches 15: Old Night told us that she would continue to search her records but in meantime she suggested that we search the remains of several old dwarven kingdoms that fell long ago. If that doesn't work then she suggested that we seek out the souls of old dwarves that guard old forgotten tombs. On the way to our mounts Thorik teleported away and strange creatures called Chilling Fogs attacked us. After we slew the things we flew through a snowstorm to get home to Thandell.

Ches 16: Methrammar and Marcon flew with us from Thandell to Mithral Hall where we dined with Zarim and Nalia. After the dinner King Bruenor Battlehammer personally thanked us.

Ches 17: The kingdom of Mithral Hall rewarded us 500 gold each and we were told that we could return whenever we wanted. We flew from Mithral Hall to Thandell and we spent the rest of the day setting up appointments between the Commanders and Methrammar. When that was done I visited Tace and he told me of several people he felt would be good additions to my Fliers' Guild. He also told me why the acolytes of Sune were sent from Silverymoon to Thandell.

Ches 18: Spent the day in meetings with the Commanders and Methrammar.

Ches 19: I interviewed the people that Tace recommended and hired all of them. My new guards are Nybor, who is Bill's gardener's nephew, and Beline, a female dwarf who is a spy for Mithral Hall. I also hired a barbarian girl named Pari to work as my animal groom. That night Thorik reappeared and Kalodair and Rama had sex.

Ches 20: Commander Dragonthorne informed us that news of the royal ball has gotten out and some royal families are demanding invitations. We are to interview families in Goldenfields, Luskan, Neverwinter, Mirabar and Nesme.

Ches 21: Flew out of Thandell, traveling west.

Ches 22: Traveled.

Ches 23: While flying we were attacked by three large arrowhawks. Thorik was able to turn one, and we slew the second and drove off the third. We reached Westbridge that night.

Ches 24: Flew from Westbridge to Goldenfield. We met Tolgar Aruvien, the head of the Aruvien family and four of his ten children that wanted to attend the ball. Chaulssin is a cleric of Chauntea, Nolon is a monk, Tealin is a druid and Pylia is a sorcerer. After casting our spells we enjoyed excellent food and conversation.

Ches 25: Thorik teleported away during the night. Flew from Goldenfield to Waterdeep.

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Ches 26: I found Illeandra and asked her to guard our mounts while we were in Luskan. Since we last met Illeandra had joined the Waterdeep wizards' guild and she was able to tell us that Luskan is the home of an evil organization called the Arcane Brotherhood which is led by a wizard named Arklem Greeth.

Ches 27-28: Left Waterdeep and flew north.

Ches 29: Flew into Neverwinter.

Ches 30: Delivered invitations to the Nasher family.

Tarsakh 1: Dined with Lord Nasher and his family. His niece Balaena is a skilled fighter and his nephew Cressen is a cleric of Tyr. They both asked some very intelligent questions although they seemed very worried about some of Thandell's other guests.

Tarsakh 2: Lord Nasher provided information about some of the families in Luskan that we are going to meet. Calbraith is an old family that made its fortune in pirating and Lord Nasher believes still does so. Grastian is an old merchant family, some evil, some not, that is trying to get their only child out of the city. The last family, Kethemar, has ties to the Arcane Brotherhood. Last we were told that the daughter of the Raurym family who we are going to visit in Mirabar, is a high-ranking wizard in the Arcane Brotherhood. Left Neverwinter and flew north.

Tarsakh 3: Flew north and landed several hours away from Luskan. Illeandra stayed with the birds while the rest of us walked to the city. When we arrived the guards would not let us enter until we revealed who we were and our purpose. Once through the gates the merchants charged us between double and five times the market price of anything we attempted to buy. When we delivered the invitations all three families' houses granted guards for our protection. We awoke in the middle of the night to the sounds of someone fighting our guards.

Tarsakh 4: Had dinner with the Kethemar family and their two daughters, both wizards. Avaxa, the oldest daughter was charming and social. She was also evil and refused to say which branch of magic she specialized in, leading some among us to believe she is a necromancer. The other daughter, Lydya, is not evil and was much quieter. Arabeth Raurym was there and she had a powerfully evil presence that made many of us, including Lydya, very uneasy. At the end of the meal the Kethemar family gave us gifts of finely made crystal ships that glowed with abjuration magic and radiated with evil. I put the ships in my Heward's Handy Haversack, hoping that whatever foul magic they contained would not effect us from another plane.

Tarsakh 5: Aleria had Kalodair cast an invisibility spell on her so she could wander around the city unseen. While she was out she bought a scroll of monster summoning which we plan to use to summon a lantern archon and have it teleport the magical evil crystal ships to Thandell. Aleria also learned that Arklem Greeth, the leader of the Arcane Brotherhood, is a lich. That night we had dinner with the Grastian family and met their only child, a rogue by the name of

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Halissa. Halissa has been marked as a target for assassination all of her life because of her family and is desperate to escape Luskan and began a new life. That night we could see evil outsiders flying around the Host Tower.

Tarsakh 6: Had dinner with the Calbraith family. Their two children are both rogues, a young sailor named Telomar and an older woman named Elrana. That night Aleria had invisibility cast on her and continued to find out what information she could.

Tarsakh 7: Guards from all three families escorted us to our mounts. Once we were in the air Aleria told us that Elrana is married and is in the process of getting a divorce so she can be single in time for the royal ball. After Illeandra used the scroll of summon monster to have the lantern archon teleport the crystal ships to Thandell we split up. While the rest of the group flew north to Mirabar Illeandra and I flew southeast. We camped just outside of the magical temple of Sune in Neverwinter Woods and Illeandra told me that she could make it home by herself from here without difficulties.

Tarsakh 8: Flew north.

Tarsakh 9: Flew north and arrived at Mirabar, several hours after the rest of the party. We delivered invitations and stayed the night at an inn.

Tarsakh 10: Spent the day awaiting word from the families. While gambling Kalodair won a map showing the location of a cave supposedly filled with treasure. We decided that after we finish in Mirabar we'd explore the cave.

Tarsakh 11: Met with four skilled dwarven crafters, Leegora, Irmarr, Zel'va and Hrissskar, who are from the Blueaxe clan and wish to attend the Thandell royal ball. That night we met with the Raurym family and met their two children, Kail and Jerol. Both are skilled are charming and skilled crafters.

Tarsakh 12: Had dinner with the Rolstrom family, which is very wealthy and owns several mines. Their daughter Satryn is a bard and runs much of the family business while their son Loric has very good people skills.

Tarsakh 13: That morning Loric stopped by to deliver a wooden chest with a music box to be given as a gift to the princess. Loric and I spoke for a bit and I gave him a brief flight over Mirabar on Suron. Aleria did some scouting around and learned that the real power in Mirabar is the Counsel of Sparkling Stone, a group of wealthy human and dwarven mines owners.

Tarsakh 14: Before we left Satryn stopped by and delivered a bottle of Blueaxe whiskey for the prince as a gift. Blueaxe whiskey is a combination of human and dwarven alcohol. We all flew northeast and while briefly exploring a kobold cave Thorik appeared. After exploring the kobold cave we camped in the Lurkwood and saw a lot of orcs.

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Tarsakh 15: Traveled. Camped in the Lurkwood and saw more orcs.

Tarsakh 16: Arrived home to Thandell. At the Academy we saw Sarelle, the telepathic bard speaking with Commander Dragonthorne and learned that she is being considered as the next bard instructor. While visiting Sarelle told us that she saw in the prince's mind that he is angry about the wedding and is considering marrying a bad choice just to anger his mother.

Tarsakh 17: Left Thandell and rode to Nesme. While traveling we were attacked by six trolls, of which we slew four. When we arrived at Nesme the guards did not want to allow us entry. Thorik used a sending spell to contact Elodan and he and another were able to get us into the city. At the gates we were greeted by Khalas Raidamos, a blackguard of Hoar. She told me that she had traveled from Wizard's Reach and is setting up a church of Hoar in Nesme.

Tarsakh 18: Had dinner with Khalas and spoke at length about Hoar and his divine plan. Later that night Goralia Nydos, the noble who was kidnapped and forced into prostitution, stopped by and told us that her house intends to offer her as a candidate for marriage as an insult. However this may work to our favor and I made arrangements with Khalas and Elodan to insure that Goralia arrives safely to the royal ball.

Tarsakh 19: When we awoke we discovered that Thorik had teleported away at some point during the night. During breakfast we received replies from two families, Nydos and Zallorn. A halfling counsel member named Laeleera invited Kalodair to a halfling only club. At the club Laeleera introduced Kalodair to a human counsel member named Jysil Zallorn and they spoke about their intent to see lasting peace between Thandell and Nesme. Kalodair also learned that the Zallorn family is related to one of the dukes of Baldur's Gate. That night we had dinner with Nydos family. Shorgath is an evil, arrogant smuggler and Narma is a fighter and we all had the impression that there is something mentally wrong with Narma. After dinner we were approached by two dwarves, Vuria and Yaxar, who would like our help in leaving Nesme.

Tarsakh 20: Had dinner with the Zallorn family. The Zallorn family had two daughters, a monk of Selune named Eris and a ranger named Gerana, both of which are good candidates. Thorik reappeared in the middle of dinner, which caused an interesting but awkward disturbance.

Tarsakh 21: Left Nesme, with Gerana, Eris and Khalas escorting us. Much to my surprise Khalas rides a nightmare named Horizakaul. During the ride Gerana told us that she had spotted black scaled winged troll. Gerana and Eris escorted us to the river, and Khalas rode with us to just outside the walls of Thandell. When we arrived home Thorik learned that princess Cythera Goldmarrow had sent a gold dwarf fighter named Murovma to watch over his family. Murovma told Thorik that princess Cythera and members of her family have started randomly teleporting as well. That night Eloria told Thorik that Onan has been chasing girls with his axe.

Tarsakh 22: We met with Onan and Fanya and had Onan apologize to all the girls he had scared. I met the new paladin sent to run the church of Sune in Thandell. Her name is Gaderian Fireheart and she occasionally changes gender in order to experience both sides of love.

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Tarsakh 23-24: Relaxed in town and visited friends and family.

Tarsakh 25: Summed to see Marcon. We are being allowed to enter the ancient Mithral Hall crypts and to speak to one of its ancient guardian spirits. Flew from Thandell to Mithral Hall and learned that Bruenor is planning on marrying a dwarf named Elnora Brightblade.

Tarsakh 26: We met four young dwarves who are undecided if they should leave Mithral Hall or not. Their names are Tekka the fighter, Rhian the paladin of Gorm, Eorrec the wizard and Krana Vengeancehammer, cleric of Moradin and cousin to Marcon. To reach the crypt we were led past several powerful runes and finally to a huge set of heavily warded mithral doors. Past the doors we were attacked by three huge earth elementals that beat us severely until we were able to destroy them. Once the elementals were destroyed the ancient spirit, Mira Foebinder, told us that the ringing noise that occur when Thorik teleports are most likely ancient bells that are used in special ceremonies that occur once every thousand years. Mira told us that Mithral Hall has no such bells but that the Great Rift should have some. Mira then led us to a petrified dwarf and told us that during the founding of Mithral Hall he had been put down here because at the time there were no clerics powerful enough to restore him and eventually he was forgotten by all except Mira. We dragged the petrified dwarf out of the crypt with us. That night I dreamed of Horizakaul standing outside the gates of Nesme, pawing at the ground with a white light on the horizon. Then Horizakaul flew into the air, dripping fire that burned people and places until he arrived at Anauroch where there was a shadow that blocked out the sun.

Tarsakh 27: Recovered in Mithral Hall.

Tarsakh 28: The dwarven clerics attempted to break the petrification on the dwarf we found in the tomb, but were unsuccessful. They asked us to bring magical oak seeds that would strengthen their spells. We flew home to Thandell and not long after arrived Onan came running to us, explaining that one of the barbarians had been cursed. We went to investigate and found that a boy named Yornar is manifesting sorcerer powers. Kalodair and Genia have agreed to teach him how to harness and control his powers. That night I found Naren drinking alone at a tavern.

Tarsakh 29: Commander Silverstrike paid us. Kalodair gave me gold to have his cloak enchanted. I flew to Silvermoon and after dropping off Kalodair's cloak and gold I spoke with Wiceland about finding a trainer for my birds. Spent the night with Inessa.

Tarsakh 30: I dropped off a message for Kailwyn asking if I should bring Lyrina's husband and child to Silvermoon. At the stables Wiceland introduced me to my new bird trainer, Luriella Andvari! Luriella is using the excuse of training my birds to come to Thandell early to see what Thandell is really like, and she is bring her cousin Korothir with her. After getting Commander Silverstrike's permission I flew them, and their two bodyguards back to Thandell. Back at Thandell Onan approached Kalodair and told him that some members of the Red Tiger tribe have come seeking aid from the Great Wyrms tribe. The Red Tigers have a new leader, an evil

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aggressive man and the Red Tigers were hoping that the Great Wyrms had a champion skilled enough to come and slay him. Unfortunately the Great Wyrms tribe does not currently have someone skilled enough to make and survive the challenge.

Mirtul 1: I had T'zara Volkos cast the spells transforming the giant lizard I had bought into dire hawks. Luriella and Korothir were shocked to see a red wizard of Thay in Thandell, and were not happy to see that I employed a half-drow and tiefling.

Mirtul 2: Began quest to retrieve the magical acorns. Flew from Thandell to Silverymoon and visited with Inessa and Ulvenar.

Mirtul 3: Flew from Silverymoon to Everlund.

Mirtul 4: Flew from Everlund to Olostin's Hold. Had dinner with the Heavenstorm family.

Mirtul 5: Left Olostin's Hold and flew into the High Forest. Kalodair knew the location of a wood elf village so we landed as close and while we were approached on foot we were attacked by a battle briar, which we destroyed. At the village a wood elf ranger named Dhulark escorted us to the Grandfather Tree where we were given two magical acorns. Dhulark told us that something terrible was happening to the south and he and several other rangers were being summoned there. We offered to give him a lift.

Mirtul 6: Flew south. During the journey Dhulark told us that the problem is in the Dire Wood, a magical place where random magical effects spill into the surrounding area.

Mirtul 7: Arrived at the village of Reitheillaethor. We were asked by the elders of the village to watch over the Dire Wood for three days. After flying south for the day we arrived that night to find the Dire Wood covered in a solid globe of darkness that we could not break through.

Mirtul 8: We noticed that the globe of darkness has shrunk. That night we were introduced to four wood elves that would like to be invited to the royal ball. Their names are Porcenna, a ranger who likes to travel and is interested in General Gethrad, Yavilana, a sweet young woman, Otovian, a man who likes human woman and wishes to have a large family, and finally Felendos, a very handsome male elf.

Mirtul 9: When we flew over the Dire Wood the solid globe of darkness is gone. We learned that day is that the Dire Wood is where Karsus's corpse lies. Only where his body used to lay there is only a crater. Thorik used sending spells to contact Mistress Talindra and Kailwyn and alert them to the theft. Both teleported to us and began to investigate.

Mirtul 10: Flew north.

Mirtul 11: Traveled. Spent the night in Olostin's Hold.

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Mirtul 12: Flew from Olostin's Hold to Everlund.

Mirtul 13: Flew from Everlund to Silverymoon. Donated one of the magical acorns to my church.

Mirtul 14: Picked up Ulvenar and flew from Silverymoon to Thandell.

Mirtul 15: Flew from Thandell to Mithral Hall and the dwarven clerics were able to use the magical acorn to restore the petrified dwarf. We learned that his name is Pontek Arramson and that he was petrified by a basilisk. Doing some research we learned that the woman he was engaged to had married another and bore two children before she died. Worse, what was left of his clan was wiped out when Mithral Hall fell to Shimmergloom.

Mirtul 16: Stayed in Mithral Hall.

Mirtul 17: Pontek and Krana traveled with us from Mithral Hall to Thandell. That night I met Delila, Mistress Talindra's half-elf wizard granddaughter and her three fire mephit companions, Izzle, Ashtur and Yuri. Later that day Korek told me that the king's ghost has been seen wondering in the church of Helm. Aleria, Grab Throat, Kalodair, Korek, Commander Silverstrike and I spent the night in the church of Helm. King Athlem's ghost appeared and told Commander Silverstrike that he was looking for someone or something called Olaeron.

Mirtul 18: Spent the day researching the meaning of the word Olaeron, without luck. That night there was a large party where a number of academy students attended.

Mirtul 19: Six arcane using academy students who went to the party are dead, and more students, all of which use arcane magic, are very, very sick. A rogue academy graduate named Janthra brought a drug called Skaurlull that makes people arcane spell users sick. When Janthra's house was searched we found Skaurlull, and several other drugs that are illegal in Thandell. Janthra told us that she bought the drugs from T'zara Volkos, our local red wizard of Thay. T'zara was brought into the church of Helm for questioning but magical truth spells, including a commune, showed that she was being honest when she stated that she had never sold those drugs in Thandell.

Mirtul 20: Akordia found the man that had used magic to look like T'zara and sold the drugs to Janthra. The man is an agent of the Arcane Brotherhood. Also a human wizard came from the Arcane Brotherhood and offered to teach at the Thandell Academy. The agent was given to the wizard, and both were told to leave. Later that day we learned that Olaeron is the name of Prince Daereth's bastard son. We flew over to the Argent Legion, picked him, and flew him home to Thandell.

Mirtul 21-30: Spent time relaxing at home. I worked on setting up my business, Kalodair gambled and Thorik spent time with his family and friends.

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Kythorn 1: Tika delivered her babies! We were summoned to the queen and she told us that Candremi, the bronze dragon we rescued years ago is getting older and needs a dragon tutor. We asked Naren if he knew any dragons willing to raise Candremi and he recommended his mother and told us how to contact her at the church of Oghma in Silverymoon.

Kythorn 2: Mistress Talindra teleported her granddaughter Delila to her tower and showed her a map of all of the known sites. Mistress Talindra has commanded Delila to bring her belongings and her people to Thandell.

Kythorn 3-12: Delila traveled with her people from Silverymoon to Thandell on caravan. Lance worked in his business and Thorik spent time with family and friends.

Kythorn 13-15: Delila spent time getting use to Thandell and finding a new house for her and her people.

Kythorn 16: Our group was summoned to see Mistress Talindra's tower. Most of the group met Delila and her mephitis for the first time, and we all met the rogue Xeipher. Our mission is to find a dragon willing to raise Candremi and Frosty. Thorik, Grab Throat and I went and spoke with Naren. Naren told us that his mother, Therinnaxis, spends time at the church of Oghma.

Kythorn 17: We used the Thandell Fliers to fly to Silverymoon. On the way there we saw several Ankhegs. When we arrived we asked for Therinnaxes at the church of Oghma.

Kythorn 18-19: Pass. Thorik shopped for his wife, and I spent time with Inessa.

Kythorn 20: The church of Oghma is willing to get us in contact with Therinnaxes, providing we give service of spells and knowledge.

Kythorn 21: Donated time, spells, and knowledge.

Kythorn 22: Met with Therinnaxes. We struck an agreement that in exchange for four thousand gold a year for each dragon she would raise them. If things do not work out with Frosty, people from Thandell are to come and kill him. As part of the agreement, some of Thandell's soldiers are to come and help rid the mountain area around her home of red dragons. Half of all treasure found is to go to Therinnaxes, but the loot goes towards the yearly fee for the rearing of the dragons. Therinnaxes told us of the location of the lair of two juvenile red dragons.

Kythorn 23: Flew back to Thnadel and gave our report.

Kythorn 24: Flew to Silverymoon.

Kythorn 25: Flew north of Silverymoon and found the lair of the red dragons. We dismounted and entered the lair and fought with the two reds. After an incredibly fierce battle we were able to slay one and drive off the other. Searching the lair we found 18 thousand gold. 9 thousand

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went to Therinnaxes and the rest we split among ourselves, each of us earning 1500 gold worth of items or gems. We flew back to Silverymoon and spent the night there. Delila offered to make me a necklace of Eagle's Splendor for 3000 gold. That night Inessa told me that there were a lot of extra cleric of Mystra around, and that she thought that she had seen a very worried looking Elminster.

Kythorn 26: Flew back to Thandell. We were summoned to see Commander Dragonthorne. We have two assignments. The first one is to meet with Prince Daereth's bastard son Olaeron and tell him of the royal suitors. We also to give him an idea of how Thandell works as a city. Our second duty is to help pick Academy students to explore the Cyric Sites. Later that night Miri told Delila about many of the Silverymoon nobles, including a couple that had already arrived in Thandell. Lance asked Grab Throat to make him a mithral holy symbol

Kythorn 27: I told Naren that his mother knew about Tika and the babies. Some travelers gave a cleric of Torm named Gyreth a hard time about Bane. Met with the paladin Gaderian Firehair and was asked to help find some people willing to trade with the church.

Kythorn 28: Met with Fanya and spend the day getting the church of Sune and the barbarians willing to talk trade.

Kythorn 29: Pass

Kythorn 30: Spoke with Commander Dragonthorne and requested that Bill be allowed to be on the wall instead of at the ball.

Flamerule 1: After first month of business the Thandell Fliers made a total of 50 gold profit. After a meeting we learned that we needed couriers outfits. Spent 100 GP on two courier outfits that also gave a slight magical bonus to diplomacy. Spent most of the day introducing Delila to various people around Thandell. That night the nobles from the Zaintaris family teleported in.

Flamerule 2-4: Pass

Flamerule 5: Met with Olaeron in the castle. He seemed to completely change his opinion. While he had spent years trying desperately to get into Thandell, now he told us that he would gladly leave. Reported to the commanders that something seemed wrong.

Flamerule 6-10: Interviews with different Academy students and graduates to see who should go to the sites. Met with Adar and Erolondra and learned that they are willing to go.

Flamerule 11: Met with more people. Nyle and Thana the rogues were people we recommended to go.

Flamerule 12: Met with more people. Recommended that Tormod Darkcrusher the paladin, Ivrax Helmsen the cleric, and Lantana the wizard be chosen to go. I asked Morelia if she would be willing to go. She said she would think about it. That night we met with Kyrran Garwood, a

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cleric of Lathander, & Philana Garwood, a fighter. Kyrran and Philana are the children of Melisendra. They wish to travel to the site, but we learned that their mother sends people to kidnap them.

Flamerule 13: The nobles from Nesme arrived. Delila figured that there is a spell called Privacy that would be perfect for the Garwood children.

Flamerule 14: Goralia Nydos came to the Thandell Fliers and requested information about the male nobility attending. She also warned us that Shorgath will need to be watched, or he would hurt people. Our group was summoned to see Commander Dragonthorne and Silverstrike. The two commanders took us to see Mistress Talindra. Mistress Talindra told us that Delila had suggested using the unholy symbol of Cyric to see where all the Undead sites of Cyric were. Using a map we are able to see roughly where the sites are going to be. We were told that it is likely that we would be sent to the most distant and dangerous sites. Afterwards we told Prince Daereth how his son has been acting different. Prince Daereth commanded us to keep an eye on his son. Aleria, Delila, and Xeipher agreed to spy on Olaeron for him.

Flamerule 15: While Delila was on watch she saw a woman appear in Olaeron's room and talk with him. The woman was encouraging Olaeron to marry her so he could come with her back to Luskan. Once there the two plotted to kidnap prince Daereth so that Olaeron could come to power. They had passionate sex before she used teleport without error to leave the room. Delila went to the castle and reported her information to the prince. The rest of us were summoned and Delila used her magic to show us a picture of Lydya, one of the Luskan candidates. Spent a good part of the night discussing what needed to be done before deciding to wait to see if we could find additional information.

Flamerule 16-17: Pass

Flamerule 18: While Delila was on watch Lydya teleported in but she teleported out before Delila could use magical items to find out how powerful she was.

Flamerule 19: Pass

Flamerule 20: Lydya teleported into Olaeron's room again. Delila used magical items loaned to her to find out that Lydya was evil and lawful. Since this did not add up to the information we had gathered on our trip it is our opinion that Lydya is actually an Erinyes sent from Luskan that is making itself look like Lydya. Spent a good portion of the night making plan to ambush and banish the Erinyes.

Flamerule 21: Pass

Flamerule 22: "Lydya" showed up and began to have passionate sex with Olaeron. Delila used to new spell to prevent "Lydya" from teleporting away. However Olaeron grabbed his sword and called two guards to fight us. While we were distracted by Olaeron and his guards, "Lydya"

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turned invisible and was able to escape. Delila and Thorik were able to dispel the charm spells on Olaeron and the two guards, and we all went to the castle.

Flamerule 23: We were summoned to the castle by Prince Daereth to be given our reward. I told the prince that it's possible that the Erinyes may be carrying Olaeron's child. The prince did not take this news well and smashed several things. We were given vouchers for 500 gold each.

Flamerule 24: Pass

Flamerule 25: We were summoned to see Queen Aerell. She asked us not to tell anyone of what had happened with Olaeron and the Erinyes. The queen also asked us to speak with Olaeron. We went to Mistress Talindra's tower and spoke with Olaeron, and it looked like it did some good.

Flamerule 26-27: Pass. The nobles from Mirabar arrived.

Flamerule 28: My birthday! Invited almost everyone I knew and liked in town and threw a huge party at Burl'Na'Fuld. We roasted a pig and gorged ourselves on it, and then we drank and danced most of the night. I got several wonderful gifts and had a wonderful time. That night Khalas showed up in the middle of the night and she offered me a ride on Horizakaul. We flew into the sky and she pointed that the sign of Hoar could be seen in the sky. After looking at it for a bit we landed and Khalas wished me a happy birthday before flying back to Nesme.

Flamerule 29: Inessa told me that she has been contacted by the church of Hoar in Chessenta. There has been corruption in the church and they have asked her to come in as an outsider and deal with the problem. She does not know when, or if, she will return. We decided that once she left we would no longer be dating. Also that day I gave Thorik 2800 gold to enchant my mithral holy symbol with Eagle's Splendor. I also spoke with Korek at the church of Helm and arranged for Abelard to help with their planning of building fortifications at the church of Helm. Delila spent much of the day trading spells with Velnar.

Flamerule 30: Pass

Eleasis 1: Thandell Fliers made profit of 80 gold.

Eleasis 2: Commander Dragonthorne summoned me to speak with her. She asked me to deliver an invitation to Methrammar Aerasume inviting him and as many guests as he would like to the ball. The message was delivered and I returned the same day.

Eleasis 3: Onan came looking for me. His tribe had received a dire message from the Black Lion tribe. He said that there is something wrong with the Red Tiger Tribe. We decided to investigate.

Eleasis 4: Flew to Silverymoon and showed Onan the sights.

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Eleasis 5: Flew to Beorunna's Well. We had to land several times due to red dragons. We were surprised to see the churches of Tyr, Helm, and Ilmater in the barbarian town. Onan and Aleria went out looking for information while we did some trading. Onan was not able to find out much but Aleria learned that the Lycanthropes from the Moonwood had moved to the Coldwood and were infecting several tribes of the Red Tiger. In the largest Red Tiger the chief and Shaman had been infected with Lycanthropy. Many members of the tribe wanted to leave, but they were afraid to. We made plans to convert a wagon and fly the people to Citadel Felbarr.

Eleasis 6: Aleria, Onan, & Xeipher stay while the rest of flew to Citadel Felbarr. Citadel Felbarr is willing to accept the barbarians. While there met Durnon Stonehallow, a paladin of Moardin, and Captain Jander Starblade of the Argent Legion, a half elf paladin of Lathander. Delila met Carrandra, a gnome gem mage.

Eleasis 7: Flew back to Beorunna's Well. Thorik told Grab Throat that he's going to be a father. We were told that the barbarians were going to need a ten day to be ready.

Eleasis 8: Flew back to Silverymoon with the converted wagon. While we were in the air we were attacked by a strange creature called a Yrthak, which we killed.

Eleasis 9: Flew back to Thandell.

Eleasis 10-11: Pass.

Eleasis 12: Inessa left, and I don't know for how long.

Eleasis 13: Pass

Eleasis 14: One of the Martyr's Progeny, a follower of Torm named Saernnus came to Thandell and preached. Thorik gave Eliora a cloak of resistance that he had made.

Eleasis 15: Went to church of Sune and had drawings of Inessa done. Delila asked Mistress Talindra that she be considered a candidate for Olaeron. I also received a birthday present of 500 GP.

Eleasis 16: Onan showed up when we were preparing to leave. Flew to Silverymoon.

Eleasis 17: Fly.

Eleasis 18: Flew to the meeting place. We began to fly barbarians to Citadel Felbarr.

Eleasis 19-23: Flew barbarians to Citadel Felbarr. We polymorphed the Dire Hawks into a larger size so they could carry more, and used two wagons instead of one. On the 23rd a barbarian fell out, but I was able to catch him.

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Eleasis 24: Werewolf barbarians attacked, attempting to drag the barbarian woman away. We were able to beat many of them off, although the barbarian werewolves were much better fighters than the werewolves we fought in the Moonwood. Afterwards Thorik and I cured as many injured people of Lycanthropy as we could. We met Mara Fleetwind, a barbarian woman who could speak common, and Altana, a druid who helped in the battle. Altana, through Mara, told us that the heart of the Moonwood is dying, and that there is a war in the High Forest. She also asked us for our help in dealing with the followers of Malar.

Eleasis 25: Flew to Silverymoon. I told the churches of Selune, Silvanus, Tempus, Mielikki, Corellon Larethian, and Garl Glittergold about what was happening with the barbarians in the Coldwood.

Eleasis 26: Flew to Thandell. Found out that Halissa Grastian was staying at Mistress Talindra's tower because of several attempted poisonings and an attack by an Invisible Stalker.

Eleasis 27-30: Pass. Thandell Fliers made 370 GP profit.

Elient 1-6: Pass.

Elient 7: Night of the royal Ball. All of the nobles arrived, most of them looking stunning. Thorik brought his wife as a guest. Sunniva did tarot readings in regards to love. Most of us went, and I thought mine was very accurate. Delsenora and Elarena Zaintaris, the half-elf bitch twins, publicly announced that we had voted on the candidates. Of note was that we noticed that Goralia and General Gethrad snuck off to be together. Later that night a series of outsiders attacked. We were able to fend off the magical attack of a Cornugon. Of interest, was that the Cornugon recognized me.

Elient 8: I scraped off the blood of the Cornugon and gave it to Delila to give to Mistress Talindra. I then reworked my will. Thorik told Corkaury that he overheard General Gethrad and Goralia Nydos talking marriage proposals. Thorik placed a bet of 200 GP that the two would be wed. Last Thorik & Grab Throat flew to Silverymoon to regrow Grab Throat's beard. Delila bought 5 noble outfits and 1 royal outfit. She also paid to have a noble's outfit for each of her people.

Elient 9: Thorik wrote home to tell his family that he's going to be a father. Eliora told Thorik that the herb he gave her may have permanently made her more fertile. She also told Thorik that Sunniva went into a trance and told her that the loveless ones had conspired to end all love that dwarves feel on Toril. Thorik spoke with Marcon about the matter. That night I had a dream of all of my friends and I sharing a feast of entrails.

Elient 10: I asked Sunniva about the dream. She suggested that the dream meant that I should share my holy day with my friends.

Elient 11: Enjoyed my holy day in Thandell with friends.

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Elient 12-17: Ball.

Elient 18: The queen made an announcement that this would be the last day of the ball, and that the nobles of Thandell & Everlund would announce their choice tomorrow.

Elient 19: The nobles of Thandell & Everlund stood on a stage and announced who they would marry.

Prince Daereth will marry Gerana Zellorn in the church of Helm on Elient 30th.

Princess Merdecia will marry Alovander Onaris in the church of Lathander on Marpenoth 2nd.

General Gethrad will marry Goralia Nydos in the castle on Elient 30th.

Prince Aaron will marry Cathera Holloway in the church of Helm on Marpenoth 1st.

Princess Laera will marry Broton Zaintaris in the church of Lathander on Marpenoth 1st.

Olaeron will marry Delila Berendo in the church of Helm on Marpenoth 2nd.

Of note is that Goralia gave us an open invitation to visit anytime.

Elient 20-29: Pass

Elient 30: Prince Daereth's and General Gethrad's weddings. General Gethrad and Goralia will be honeymooning in Thandell & Nesme before returning to Everlund. The Thandell fliers made 160 GP. Delila's birth day. Delila's people and I brought her a scroll of Detect Thoughts.

Elient 31: Pass

Marpenoth 1: Princess Laera and Prince Aaron were wed. Aaron is going to stay with Cathera in Silverymoon.

Marpenoth 2: Princess Merdecia wed Alovander Onaris and Olaeron and Delila were wed. Thorik ended up being in the Deilia's wedding. Miris was the bride's maid, and Ulisa we be their first child's godmother. Delila's parents, Eriender & Camille were also there. I arranged to have Olaeron's mother flown in as well. Prince Daereth gave them a wedding present of a house. For their wedding presents I gave them a scroll of block the seed, share sensation, and 6 potions of Hedonist's Delight, which caused some grumbling among the nobles.

Marpenoth 3-4: Pass. Recovered from all the parties.

Marpenoth 5: Thelenar is getting married! He met and is going to marry a barbarian woman named Lena. We decided to catch and kill a wild boar for his wedding feast. After several hours flying we found a dire boar in the Lurkwood which I killed in one hit. We dropped off the Dire Boar to the barbarians and they were very grateful. I got an opportunity to meet Lena, and she told me that the barbarians were planning to put a shrine to Hoar when they built their temple to Uthgar.

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Marpenoth 6: Ulvemar confided in me that he wants to go to Silverymoon or Waterdeep to continue his magical training. I also saw Genia, Thorik's gnome sorcerer, who does not look good. Genia told me that she is sick, but Ulvemar tells me that she is healthy. When I went to check up my business I discovered several barbarian gifts in the trash. After speaking with most of my employees I found out that the barbarians had been seeking a marriage with Silath. After confirming that Silath has no intention of ever marrying, I spoke with Fanya to make sure the tribe would leave him alone. I did tell the barbarians that Nybor would appreciate the attention.

Marpenoth 7: I found out that Onan is being used to impregnate five women of the tribe. Over breakfast he told me that while at first he enjoyed it, he now wants it to end. I spoke with Fanya, and she agreed that if Onan would give it one more try, it would stop. Aleria found a place for Thelenar and Lena to live, and Grab Throat and I paid for a year's worth of rent. That night Bill showed me the ring he is going to use to propose to Vianne. We spent a good portion of the night working on his marriage proposal.

Marpenoth 8: Thelenar and Lena's wedding.

Marpenoth 9: I ran into Bill and he told me that Vianne will marry him. The three of us went to watch Leaping Moon's audition to become a commander. I noticed from the reaction of Nolon Anuvien that the two of them might be involved. After the ceremony I was approached by General Gethrad and Goralia. They are planning to visit Nesme for their honeymoon and asked if I would be one of their guards.

Marpenoth 10: I was approached by Chaulssin Anuvien and asked to meet with his family. At the meeting I discovered that Jander Levarsin and Pylia Anuvien were engaged. The Anuvien family asked me to speak with Nolon and to try to convince him to go home with him. I told them I would speak with him, but offered them no promises and refused payment. My talk with Nolon was interesting, and I was convinced that he was not staying for immature reasons. I was however able to convince Nolon to say goodbye to his family.

Marpenoth 11: Aleria and I flew to Silverymoon and enjoyed my holy day. During the ceremony I saw Lyrina come in. After the ceremony I asked Delryn and Keris, Halfling paladins of Yondalla to come with us.

Marpenoth 12: The four of us flew back to Thandell on Suron.

Marpenoth 13: General Gethrad and Goralia rode out to Nesme. Aleria, Grab Throat, Xeipher, Delryn and Keris rode out as bodyguards. I also managed to convince Methrammar Aerasume to come with us as well. When we arrived to Nesme we had to wait for a long time before they would allow us in. Finally the wall commander Darvin Crownlar led us to Zallorn estate where we could stay as guest. Once there we learned that Eris Zallorn had married Maeus Isambard, and the two were going to be living at the Zallorn estate.

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Marpenoth 14: We were given a tour of the city by the council member Nistlor, an evil and bitterly sarcastic mage. We were taken to the churches of Shaundakul (which had shrines to Moradin, Garl Glittergold, & Kossulth), Tyr (with shrines to Helm and Torm) Tempus, and Waukeen (with shrines to Tymora, Beshaba, & Savras). At the shrine of Savras I saw the paladin Elodan at the shrine of Savras and we spoke for a bit. After the tour of the churches we were taken to the Festhall, the legal brothel of Nesme. The owner of the Festhall is Maeleera, a ½ elf who made so much profit she was able to buy a position on the council. Much to my horror, Aleria and Grab Throat decided to sample the goods, while Xeipher did some scouting.

Marpenoth 15: General Gethrad, Goralia and Methrammar were invited to speak with the Nesme Council. I first went out and spoke with Elodan. He told me that Nistlor taught Maeleera the Art. Elodan also told me that Khalas was working to change the laws in Nesme, to make executions more often, and to make them public. I later went and spoke to Khalas. She told me that she wanted to have champions from Thandell, Nesme, and Everlund fight to the death. I told her that the governments would not go for the plan, but that I would think on it. Later that night Aleria and Xeipher told me that the Nydos family had sent some of their children to Luskan for marriage proposals.

Marpenoth 16: Left Nesme. On the way back I spotted a group being attacked. Aleria and I flew over to give assistance, and found a group of people being attacked by three Tendriculos. We were able to drive them off, and free several people that had been swallowed. The survivors were Gemvissa, a bard, Aya, Zerlim, Thromp, a ranger, and Sark, cleric of Tyr. We escorted them back to Nesme, then flew and caught up with the rest of our group and escorted them back to Thandell.

Marpenoth 17: I gave reports and warned T'zara that the Arcane Brotherhood may attempt to assassinate her.

Marpenoth 18: Heard from a couple of different sources that there were more orcs than usual. Maenala and I did some night flying and killed three patrols of orcs.

Marpenoth 19: Dalanis has decided to leave Thandell and travel to the temple of Sune in Neverwinter woods. Aleria will be flying with me.

Marpenoth 20-24: Travel.

Marpenoth 25: Reached Neverwinter woods. In order to open the gates, Neelan requires us to waste a woman's virginity on him. A nymph by the name of Essolendra would like a dress made from her own hair. When I found my grigs they were making some people dance. After giving them some sweets my grigs told me that they were worried that Neverwinter woods were getting cold. Aleria and I flew to Neverwinter to work on our bribes. I spoke with Cressen Alagondar (who married Ranea Linvail) about the situation. He had me speak with Theros, a ½ elf cleric of Tyr. Cressen told me that his sister Balaena married Koren Ethendard. That night Aleria told

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me that she had found a family of dressmakers, and a poor fool of a girl willing to waste her virginity.

Marpenoth 26: Discovered that the folks that we found in Neverwinter were thieves. The grigs led me to the caves where the fire elements that warmed the forest lived. Inside the caves Aleria and I found human boot prints. We flew back to Neverwinter and a team of adventures were assembled. A Lantern Archon was summoned so that we could speak with the fire elementals in the cave and to teleport the adventures to Neverwinter woods and back. Aleria and I flew back to the cave and we found some fire elementals. Thanks to the Lantern Archon we were able to communicate, and were able to convince the fire elements not to attack us as we searched for the thing that was killing them off. Aleria and I waited outside while the adventure team went in. A human female Luskan wizard came running out, and when I attacked she charmed me. However Aleria charmed the woman, and convinced me to take her to safety at the church of Tyr in Neverwinter.

Marpenoth 27: I met the poor virgin, a nice sweet foolish girl named Rulissa. We flew to Neverwinter woods and we sacrificed her virginity to Neelan's appetites. We also gave Essolandra her dress of hair. When everything was finished we went inside the temple and were greeted by Vendrona. I made arrangements with her to find a way to enter the temple without having to bribe the fae. She is going to send me the name of a servant of Sune. I am going to give this name to a cleric of Sune, so that the cleric could summon the servant. The only reason I may look at this name is if a life depends on it. A rule of the temple is that all who enter the temple must go through and see Maerimydra. When I did so she showed me Hoar falling to evil, killing his good servants. Later I found out that after Aleria saw her vision she fucked Neelan. I hope to live to see the day when Aleria will fuck some people besides scum and/or prostitutes.

Marpenoth 27: Left temple. We dropped off Rulissa in Neverwinter. Cressen gave us a small reward telling us that he would give more, but he doesn't know how much it will cost to replace the fire elements. Left Neverwinter and started the journey home.

Marpenoth 28-30: Flew.

Uktar 1: Delila and Olaeron return from their honeymoon.

Uktar 2: Aleria and I returned to Thandell. Xeipher told Delila that he has not seen Herron or Ulissa for over a ten day. During the night of our reunion Tace, Xeipher, and Abelard went looking for them. Much to our delight Tika and Narrin came to the party as well. Tace found out that Herron had been involved in a tavern brawl and had been arrested by the watch. However no charges were made, and there was no record of the event. After getting Commander Silverstrike's writ, we searched the prison. The prison warden Orston told us that we had searched all the prison, but I could tell he was lying. When we went to fetch the Commander one of the guards, a woman named Kestly, told us that they were being held below. Using the fire mephitis as a distraction, we went down below and found the two of them locked up. We

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freed them, and met Commander Silverstrike as he led a force to the prison. All who worked the shift were arrested and will be tried.

Uktar 3: Genia has decided to leave us and travel to Neverwinter. While she is grateful to Throik for saving her life, she cannot stand the nightmares that the sight give her any longer. After speaking with Onan and Fanya, it was decided that Yornar the necromantic barbarian sorcerer would join her.

Uktar 4-5: Pass.

Uktar 6: Delila and Olaeron threw a huge housewarming party.

Uktar 7: Marcon has given Thorik a quest to pay off the debt of raising the academy student patrol that died under his command. There is a dwarven settlement of 300 by the name of Karazhuf that has gone quiet. Karazhuf is near the base of the Thystram river and trades with Mirabar every year. This year the shipment was late. A team of three dwarves, two rangers, and a bunch of hired human help went to investigate and have not been heard from since. The place was made with a strange rock that prevents all outsiders from entering the structure.

I took the opportunity to tell my group and Marcon about the vision I received of Hoar falling to evil. Marcon promised to tell the other commanders and to give what aid they can. I then flew to Silvermoon to pick up birds for the group. While I was in Silvermoon I told the temples of Hoar, Tyr, and Savras about my vision. I also paid to have a question asked if the vision was true at the next commune done for Savras. Flew back to Thandell.

Uktar 8-11: Flew.

Uktar 12: We came to the place and found that an avalanche had covered the door. In the rubble we found seven dead human bodies. Thorik and Grab Throat flew to the top of the landslide and from the contraption they think that it was dwarves working hastily that caused the avalanche. Thorik cast speak with dead, and we learned that they were part of the team that was sent from Mirabar. We then burned their bodies, seeing if the flames would attract any attention. A patrol of five orcs stopped by, which we ambushed and questioned before killing. The orcs told us that they had killed and eaten the rest of the team sent by Mirabar. After a bit of searching we were able to find two other entrances to the door, both blocked by avalanches. Thorik summoned a Thoqua to melt us a passage to the door.

Uktar 13: Thorik used the spell stone shape to mold us a hole in the door. Inside we found dwarven traps and bodies. We found survivors that had barricaded themselves in rooms and attacked us when we attempted to speak with them. From the smell it was obvious that they had been eating and defecating in the rooms. Thorik tried to make the dwarves sane with the spell calm emotions, and it did prevent them from attacking us. However it was evident that they were clearly insane, and it sounds like the rest of the surviving dwarves are as well. We backtracked out of Karazhuf and Delila polymorphed me into a tiny spider. I was able to scout the entire complex, and found out that there is an open portal on the bottom forth level. After

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much talk we decided to see if distance from the portal would bring sanity back to the dwarves. We dragged five dwarves out of Karazhuf and flew them to Mirabar.

Uktar 14: The dwarves awoke very sick but sane. They were able to tell us that they found the portal in late Flamerule, and that it took about seven to ten days before they started acting paranoid. We converted a wagon in case we wanted to transport unwilling dwarves by air, borrowed some manticals and then flew back to the entrance of Karazhuf.

Uktar 15: Went back down into Karazhuf. On the 2nd level we destroyed a group of earth elementals, and defeated a group of crazed dwarves and locked them into a room before we descended into the 2nd level. On the 2nd level we had to overcome several portcullis while dwarves were firing crossbows at us. We were able to engage the dwarves, but they were somewhat skilled and we were hampered by the fact that we were not striking to kill. Still we were able to eventually subdue them and Aleria and Xeipher flew them to Mirabar. We also took two bells from Karazhuf. Grab Throat believes that they are crafted from a metal only found in Dwarfhome, the home of the dwarven gods. We used a Lantern Archon to teleport the bells to Marcon. Much to our surprise, one of the Lantern Archon teleported back and introduced itself as Kavalis.

Uktar 16: Our team, minus Aleria and Xeipher descended back into Karazhuf. We were attacked by more earth elementals and then Grab Throat and Thorik were struck by one of the most lethal traps I have seen to date. On the 3rd level Grab Throat was also struck by a ceiling trap.

In the portal room Thorik used the spell stone shape to make two stone covers to cap the portal. The portal seemed to draw Delila in, and Grab Throat had to tackle her to prevent her from leaping through it. While Thorik, Grab Throat and I worked to move the stone cover into place, Deilia began writing all of the runes down. Delila then noticed an elf covered with scales on the other side of the portal. It told her that they would be coming home, and it showed her a dwarf as a prisoner. After we capped the portal Deilia told us that the portal had writing in ancient elven on it. According to Delila, It appears that several thousand years ago some noble houses of sun elves that attempted to breed with demons. We found more than 200 items with the house symbol of Mhaerthorne on it. It appears that the elves decided to build a one way portal and banish the house to Pandemonium.

Aleria and Xeipher joined us. Thorik had a funny feeling and began to dig into the ground. He found an ancient tablet and a box of lead with the holy symbol of Moradin on it. Inside the box were mithral plates with dwarven runes on them.

There was a room on third room that I had not been able to scout as a spider. Xeipher picked the lock and we found a church of Berronar Truesilver and several sane dwarves. The cleric, a dwarf woman named Fathusa Oathtrue, had managed to gather several dwarves and keep everyone sane by keeping the air clean. She Told us that the runes (which Delila said looked elven) were the ones that prevented outsiders from entering. Fathusa did an elven ritual to allow Thorik to summon outsiders into Karazhuf.

On the tablet it talks about the founding of Glarak Fal, which we believe to be this place. The tablet date is 2,837 years before the Dale Reckoning, and mentions the portal already being

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here. Fathusa mentioned that when the dwarves first moved in, they noticed several ancient dwarven bones. It would appear that the dwarves of Glarak Fal killed each other due to the effect of the portal.

Uktar 17: Towards nightfall sanity begins to come back to the dwarves of Karazhuf. We worked on some repairs and clearing the dead.

Uktar 18: There were eight suicides during the night, including one cleric. Grab Throat and I flew to Mirabar to find a dwarven cleric capable of casting the spell Atonement. We met Monara, and Grab Throat promptly spilled out the story of what had been happening before puking on her. Fortunately she agreed to come with us anyways, and we flew her and several of the dwarves that we had brought over back to Karazhuf. When we arrived Monara gathered all the fallen clerics to begin their atonements. It began to snow, and Fathusa did the elven ritual that would allow Delila to summon within Karazhuf so that she could bring the fire mephits inside.

Uktar 19: Marcon let us know that nobody in Thandell could ring the bells made from the special metal. We had Kavalis the Lantern Archon teleported the bells back to us in Karazhuf. Only a dwarf could ring the bells within Karazhuf, but when Thorik rung the bell it had an additional note. When we brought the bells outside only he could produce a note from them. Thorik was able to make different notes and colors by striking the bells with the mithral plates. At Delia's suggestion, Thorik struck the bell with all the mithral plates, which caused him to disappear! When he reappeared he had a block of the same metal of the bells with the dwarven word for "choose" on it.

Uktar 20-22: Stayed to help the dwarves. Delila was able to clean an incredible amount by using the spell prestidigitation.

Uktar 23: Left Karazhuf.

Uktar 24-26: Traveled.

Uktar 27: Arrived back at Thandell. We gave a report to Marcon and Delila went to see her grandmother. Beven made several bets for Thorik regarding the noble marriages, and was able to net Thorik 500 gold.

Uktar 28: Spoke with the barbarians about bring the Red Tiger tribe over to Thandell. After making sure they were committed, I asked Commander Silverstrike to ask for permission.

Uktar 29: Pass

Uktar 30: 140 gold profit for Thandell Fliers.

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Nightal 1-4: I left Thandell with Maenala to do some end of the year shopping. Marcon, Thorik and Delila worked on deciphering the mithral plates.

Nightal 5: The mithral plates were deciphered. They are about a group of dwarven clerics of Moradin called the Solmar that were able to do special powers by mimicking the powers of the Soulhammer. Thorik has decided to try to ask Moradin for these abilities.

Nightal 6-8: Pass

Nightal 9: I stopped by the church of Savras in Silverymoon. The cleric, Naiara, told us that Savras confirmed that the vision was true. They also did a few visions spells of their own, and saw the holy symbol of Shevarash. I left a note at the shrine of Shevarash for any clerics to come to the temple of Hoar.

Back at home, Onan told Thorik that two of the woman he was having sex with are pregnant. Olaeron told Delila that when she leaves, he's going to spend some time in Silverymoon.

Nightal 10: Maenala and I arrived back in Thandell. We have been told that we will not be sent out long term until the birth of Thorik's child, and Mistress Talindra told Delila that she may end up dying within her lifetime. Mistress Talindra has also hired Ulissa as a servant while Delila is away.

Nightal 11: I sent Isania to Neverwinter with a letter for Rulissa and to check up on Genia and Yornar. We were told that we are going to be a special advisory council to the special advisory council sometime in Hammer. Eliora is going to look around to see if there are dwarves that need Thorik's services. Later in the day Delila and I tried to fly to Silverymoon, but a nasty storm forcing us to return.

Nightal 12-29: Due to bad weather we are unable to fly much.

Nightal 30: End of the year party with gift giving.

Hammer 1, 1383: Pass.

Hammer 2-9: More bad weather.

Hammer 10: Sarelle was sworn in as instructor of bards and Gerana was sworn in as instructor of rangers.

Hammer 11: Pass

Hammer 12: Kestly has been released from prison and was waiting for me at my business. I told her that I had not found a job for her yet, but that I was still looking. I gave her a platinum piece to help hold her over until I could find a job for her. Thorik spoke with two dwarven couples about performing marriages. The first couple, Dagmeir Goldflow and Sema

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Brightgleam are well to do, but Dagmeir is a successful cut throat trader. The second couple is Faren and Sharlee, a nice dwarven couple that had their nest egg of 2000 gold stolen. Thorik agreed to marry Faren and Sharlee, but is not sure about Dagmeir and Sema.

Hammer 13-16: Pass

Hammer 17: Meeting with the queen, Commander Silverstrike, Mistress Talindra, and the special advisory board. Met Lane Peler, the merchants' guild representative, Eslya Craen, the diplomat representative, Harlorr Vand, cleric of Lathander and representative of the city's health, the dwarf Gornan "The wall maker", head of city construction, Niolee Ruthane, representative of the affairs of the royal household, Kheldon Greyssarth, representative of history and Bill's father, and Mal, an old, very intelligent strategists and follower of the Red Knight. They debated what to do about Nesme and Luskan, bring 400 Red Tribe members over, the Lord's Alliance, the possibility of a Thayan Enclave, and Camara. It was decided that our next assignment was to locate the mirrors that keep the Phaerum imprisoned. The queen made a comment, half in just and half seriousness, that if Nesme joined with Luskan we would allow the Thayan Enclave and the Lord Alliance in.

Hammer 18-20: Pass

Hammer 21: Lena, Thelonar's wife is pregnant! Spend the night celebrating.

Hammer 22: Pass

Hammer 23: Packages sent for Rulissa, Genia and Yornar. Thorik arranged for Mithral to be brought to Thandell.

Hammer 24: Flew to Silverymoon and flew back with dire hawks.

Hammer 25: As we flew north we encountered a group of five frost giants and four winter wolves. We were able to kill four of the giants and one of the winter wolves. Spent the night at Mithral Hall and Thorik visited the Duergar.

Hammer 26: Found the old cave where we fought the white dragon. With the help of Kavalis we were able to find 720 GP worth of coins and gems out of the water.

Hammer 27: Flew to Mithral Hall.

Hammer 28: Flew to Silverymoon. We found out that Thandell was attacked by a band of giants.

Hammer 29: Flew to Thandell. The wall has suffered damage, and some of the food stores were robbed.

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Hammer 30: Found out that the band of 60 frost giants, 20-30 winter wolves and five white dragons were heading north towards Beorunna's Well. We flew to the town and warned their leader, Andar Hearthwood about the coming attack. After taking his brother Kivar to see the warband, we were able to convince the barbarians to temporarily abandon the town.

Alturiak 1: Helped evacuate the town.

Alturiak 2: Giants arrived and looted place. No one was injured, although there was a lot of property damage.

Alturiak 3: Flew north to Frostillrill, a small community of arctic dwarves and their dire wolverine mounts. We warned their leader, Unimak Gaintskull about the approaching warband and were able to convince them to leave.

Alturiak 4-5: Helped the dwarves evacuate.

Alturiak 6: The warband arrived and looted what was left behind.

Alturiak 7: Flew to Beorunna's Well

Alturiak 8: Flew to Silverymoon.

Alturiak 9-30: Thorik gathered 2500 gold worth of silver with the help of a lot of people and made a magical item for the church of Moradin that can turn regular water into holy water. I spent the time gathering 30 pigs for the Great Wyrms tribe to make into rations for the Red Tiger tribe.

Ches 1-30: I flew to Neverwinter and Waterdeep and had a wonderful time. Thorik performed a wedding and visited Citadel Adbar with Mistress Talindra. Delila spent the time studying lore about the mirrors that are keeping the phaerimm imprisoned. Aleria had a wonderful birthday and was given a gift of earrings that allow her to understand and read all non-magical languages.

Tarsakh 1-30: Thorik and Tika had their birthdays. Thorik performed a birthing ceremony for a dwarven couple in Nesme. Bill and Vianne were married on Greengrass.

Mirtul 1-30: Most of us escorted 240 barbarians from the Red Tiger tribe from Citadel Felbarr to Thandell. Thorik stayed behind and spent the time with his wife. He also made a shrine to Gorm Gulthyn.

Kythorn 1: Helped settle the 239 barbarians that reached Thandell. Thorik and Delila are housing 7 barbarians (women and children). Two dwarves, Irek and Jilman journeyed from Karazhuf to deliver us 50 platinum each as thanks.

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Kythorn 2: We all donated gold to buy Onan silver arrows, to silver his axe, and for Grab Throat to make him a new bow for when he chooses to hunt the barbarians werewolves in the Cold Wood.

Kythorn 3: Thorik had Irek and Jilman over for dinner.

Kythorn 4: Aleria gave Onan a tattoo and Elicora went into labor.

Kythorn 5: Thorik's and Elicora's first child, Talven Wyvernbane is born!

Kythorn 6-11: Pass

Kythorn 12: The leasers of the Great Wurm and Red Tiger tribes in Thandell tried to have a meeting but an insult was given and mass combat broke out. None were killed but three members of the Red Tiger tribe were permanently banished.

Kythorn 13-30: Pass.

Flamerule 1: We were summoned to see Mistress Talindra. She had made a map using a bit of fate magic that will hopefully allow us to find the mirrors. The area over the Reghed Glacier, which is north of the Spine of the World has grown discolored. We spoke with Ulvenar, who is from Ten Towns and learned some survival tips for living that far north. Aleria discovered that Drizt Do'Urden was in town visiting Maenala, and she was able to convince him to speak to us. Drizt told us that in East Haven there is a ranger called Pelvan that is trustworthy that might be willing to help us as a guide. We combined our gold to have Delila make a magical necklace that can grant endure elements cold an unlimited times per day.

Flamerule 2: I flew to Silverymoon, rented 5 griffons and returned.

Flamerule 3: Delila finished making the magical item. Thorik and Kavalis spoke about summoning Kavalis for an extended period of time. Jacinth and Pearl Hoardbreaker were invited to a mercenary company that attempts to find and clear out abandoned dwarven settlements of Delzoun.

Flamerule 4: Pass

Flamerule 5: Left Thandell.

Flamerule 6: Fly.

Flamerule 7: Reached Mirabar.

Flamerule 8: Left Mirabar. We saw a huge red dragon which caused us to land and hide until it passed.

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Flamerule 9-14: Fly.

Flamerule 15: Arrived at East Haven. We met a nice man named Meydar who showed us around town. After renting a barn from a man named Herron, we met and spoke with Pelvan. In exchange for being our guide, we are to fly a woman by the name of Ervia to a southern city.

Flamerule 16: Met and spoke with Ulvenar's mother. We told her that he had been doing well, and that she should be proud. Left East Haven and flew to a hidden temple of Auril on the glacier. Pelvar was able to open a passage into the ice with a prayer to Auril.

We descended into the temple and Delila noticed that her magic was not as strong here. In the first corridor we noticed smashed bits of caryatid columns. The next room had more smashed caryatid columns and scattered chunks of frozen human flesh. We found a magical sword and there was also a frozen river that Aleria said that was a manifestation of Auril's frozen blood that acted as a dead magic zone. Delila attempted to walk across the ice but she fell in and we had to pull her out. While we were attempting to figure out how to cross, we were attacked by two Remorhazs. We drove off one and killed the other, using its corpse as a bridge.

Inside the next chamber we found more shattered caryatid columns and frozen chunks of humans. We also found three humans that had under the effect of an ice to flesh effect. Xeipher was able to disarm the trap that caused the effect, and then we were attacked by a ghost that had cold effects. After we defeated the ghost we found a secret panel behind the statue of Auril.

Behind the statue was a small ten by ten room with a magical statue of a woman's face. Xeipher tried to find a hidden passage way, but he triggered a trap that caused a portcullis to fall and the walls to start closing. We were able to lift the portcullis and Xeipher was able to escape before he was crushed. After Xeipher disarmed the trap and found the hidden passage we entered a hall of mirrors. We were able to open most of the mirrors, and most were empty. Among the rooms that were not empty we found a room filled with magical weapons, two of which were evil, another room filled with mirrors, but none of which was the mirror we were looking for, and a room with five remorhaz eggs, which we took. We left the temple and spent the night outside.

Flamerule 17: We strapped the bodies of the frozen people to the griffons and flew to one of the barbarians tribes of the Sky Ponies. We met the barbarian leader Hrothgar who told us that there was a great disturbance around Hammer that caused all the remorhaz in the area to flee. Hrothgar also recognized one of our ice statues as one of his tribesmen who went missing while she was hunting. My guess is that whoever raided the temple kidnapped people and forced them to walk ahead to set off the traps. We identified the scimitar we found and discovered that it is a flaming weapon named Flameshadow. Aleria recognized the crafter's personal seal as being a prominent blacksmith in Athkatla. That night Hrothgar's wife Razia woke us and asked if she and her daughter could come with us to Ten Towns. She has fallen in love with a man there and wishes to leave her husband to live with him. We concocted a plan to offer Flameshadow in exchange for the woman and her daughter.

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Flamerule 18: We awoke to the screams of the griffons. A hungry dire polar bear had caught and was eating one of our griffons. Only Delila's quick thinking and the use of her spell gaseous form prevented the griffon from being killed. We managed to kill the beast, but it but up a fierce fight that left Delila and Thorik unconscious at points. Since we used most of our spells, we decided to stay the rest of the day.

Flamerule 19: The following morning most of the group awoke feeling horrible. Most of the group had contracted some sort of disease, probably in the temple of Auril. Between Thorik and myself everyone was able to be cured. That night Aleria asked Hrothgar if she could trade Flameshadow for his wife and daughter.

Flamerule 20: We left with Razia and her daughter Janra and flew them to Good Mead. After meeting Dillec, the mead merchant that she had fallen in love with, I suggested that they move out of Ten Towns, lest Hrothgar discover and killed them all. While Dillec refused, I think we were able to convince him to at least move to Bryn Shander, which is farther away and better protected.

Flamerule 21: Flew to Kelvin's Cairn and received a very unwelcome greeting. Thorik and Grab Throat were brought below and met a gnome woman named Nelora. They were able to trade the Remorhaz eggs for a spell of break enchantment and some gems. The rest of us were eventually brought down and the spell was done, bringing the three ice statues back to life. I recognized Nelora as being a wanted criminal in Waterdeep.

The woman's name is Ylvera and she is a barbarian hunter in her mid-twenties. She was captured while she was hunting, and by the description was repeatedly raped by the men. The second victim was a mid-twenties man named Irtar. He was a logger from Caer Dinival who was taken while at work. The last man is an evil older man named Borich who is a merchant from Bryn Shander and has a Thayan accent.

They told us that they had been taken, along with about 12 other people (some of which were the Elk tribe) and made to march through the rooms. We were also told that the group called a Phaerimm, which cleared the room of the Remorhaz and Caryatid Columns. They also told us that the group's cleric, a worshiper of Cyric, painfully sacrificed one of the captives to keep the rest in line.

The members involved were all human except for the halfling rogue Fetyna, who wore fine blackened armor. The others are the cleric of Cyric, Vergaul, Anshurr the warrior, Pennah a female spell caster, Zandego the tracker (possibly a ranger), Jovena the female warrior, and Brynnlaw the other female caster. The sword belonged a seventh member, a man named Damak who died in the temple. From his description he may have been a rogue or a bard. Aleria recognized Brynnlaw as a place of imprisonment in Amn.

Flamerule 22: It was apparent from our first conversation that Borich knew more than he was telling us. We spoke with each of the three privately, but when Delila tried using detect thoughts on Borich, she found that he was mentally reciting some sort of drinking song. After the rest of us heard that he was aware of having his mind read and was actively attempting to resist it, we questioned him again. In exchange for a promise to let him leave alive, Borich told us that he

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had learned that the group were Shadow Thieves from Amn and had been forcefully recruited by the Phaerimm. Borich was also able to tell us that they had traveled from Ice Peak, and had successfully achieved whatever it was they had set out to do there.

Flamerule 23: Left Kelvin's Cairn. We found out from Borich that the dwarves are using the hold as a natural prison. According to Borich anyone can be sent to the prison, provided that the price can be met. Our guide Pelvan said that he had heard the rumor, but could not confirm if it were true. Pelvan told us that the dwarves of Kelvin's Cairn were resentful that Bruenor had left, and disliked all from Mithral Hall and Thandell. We flew to East Haven and dropped Pelvan off. Once on the ground we pulled out the magical map and noticed that the area of Ice Peak had turned a different color. Ylvera asked if she could travel south with us, and we agreed to come back for her once we finished searching Ice Peak.

Flamerule 24: Flew and encountered two ships, the Silver Rose and Northwest Seacat. We booked passage on the Seacat and Captain Aolana was able to tell us that Ice Peak is a giant slaver port run by Luskan. Of interesting note was that her first mate Arlis is water blooded.

Flamerule 25: The Seacat sold much of its cargo to the Silver Rose so it would not be a tempting target to pirates. Spend most of the day hauling cargo.

Flamerule 26-27: Sailed.

Flamerule 28: Arlis, Delila, Grab Throat, Aleria, and Xeipher went on board looking like sailors. Aleria recognized Melisendra in one of the bars and had to disappear for a while. Back on the ship Thorik used lesser planner ally to summon Kavalis permanently. That night a disguised Aleria and Xeipher went looking for information in port while an invisible Kavalis looked for a way into the mountain. Late at night Kavalis returned and told us that he had found an underwater passageway that led to an open portal.

Flamerule 29: Aleria and Xeipher returned and told us that slaves are sent into some tunnels and never return. They are under the impression that Luskan is feeding the slaves to something. That night the party except for myself and Aleria got into a row boat and had Suron pull them to the opposite side where the cave lie.

Flamerule 30: Party swam through an underwater tunnel and came to an open portal. On other side of the portal lie a forest. Grab Throat and Thorik recognized some of the architecture as dwarven.

Flamerule 31: Continued searching cave.

Eleasis 1: A portion of the rock was transparent and the ocean could be seen. None could recognize what race had made the tunnels at this point.

Eleasis 2: Triggered a trap that caused force cage. An evil outsider was summoned in the trap, but Thorik was able to use the spell Dismissal banish it from our plane.

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Eleasis 3: Found several dwarven made lifts.

Eleasis 4: One of the lifts opened into a room filled with ice. The group was attacked by a large white dragon, which they were able to drive off. After taking another lift they found the hoard of a white dragon (possibly the same). Among the gold and gems was a beautiful magical shield. An inscription on the shield read "May the shield of Chondlyn defend the dwarves forever." Delila identified the shield as being a +3 shield that only works for dwarves.

Eleasis 4: The group discovered a dwarf named Wriddenback and a ½ orc named Ishrakahn. Both are members of the Tel'Teukiira, a split off group of the Harpers. They and other members of the group on the Ice Peak spy on the Luskans and do what little damage they can get away with without getting caught. Carcie, a gnome told the us that they believe that the upper chambers of Ice Peak were created by the creator races and that the portal leads to Rashemen.

Eleasis 5: Met Kasie, a gnome wizard and Grataya, a powerful ex-member of the Arcane Brotherhood.

Eleasis 6: Grataya cast geas on each party member not to reveal the location of the Tel'Teukiira except to their superiors. Widdenback the dwarven ranger will guide part of the way.

Eleasis 7-8: Traveled.

Eleasis 9: Came to a giant stairwell. Traveling up the stairwell the rock faded away to crystal. It was a bit nauseating, since all the walls, ceiling and floor could be seen through. Traveling through the tunnels there were alcoves filled with powerful magical items and artifacts which could not be removed. Eventually there were people that had been crystallized over in the alcoves. The group did manage to take three blank chardalyn stones as loot. Eventually the group encountered spell guardians, crystalline beings with a snake head and snake tail instead of legs. The Spell Guardians' touch caused spells to fade from memory and temporally drained the magic from items. The spell guardians attempted (and briefly succeeded) in sticking Delila and Throik in the alcoves, although they were pulled out before being permanently trapped.

At the top were several paintings about a giant serpent named Ssahstrune swallowing the sun and giving birth to the moon. There was also a mythral like effect powering the tunnels. Last the group found a woman that had not been trapped very long, as she was still recognizable.

Eleasis 10: Delila managed to free the woman from the alcove using the spell gaseous form. The group was attacked by Spell Guardians on the way down, and once again Delila was briefly trapped in an alcove. The rescued woman regained consciences and told the group that her name was Amerine and that she was hired by the Shadow Thieves to help find the mirror. She didn't know what they were looking for, but was along for the treasure. Amerine was able to tell us that the Shadow Thieves found a mirror in the Whalebone Islands. She was also able to tell us what each member practiced. Met up with Widdenback and started the process back down the mountain.

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Note: Verguel = Cleric of Cyric, Pennah = Warlock, Fetyrna = rogue, Anshurr = Fighter, Zandego = Ranger, Jovena = Fighter, & Damak was the bard.

Eleasis 11: Three more areas on the map have changed color. The Whalebone Islands, the Cormanthor Forest and the Sea of Fallen Stars had all turned color. I

Eleasis 12-13: Traveled down.

Eleasis 14: Attacked by an adult white dragon. After a long battle the dragon was driven off but not killed. The group had to escape the notice of several angry white dragons hunting for them.

Eleasis 15-22: Traveled down the mountain.

Eleasis 23: After spending far too long on this boat everyone finally emerged from the mountain. In addition to the twenty slaves that Aleria and I bought the rest of the group brought another ten. We made arrangements with the captain to have the slaves sailed to Neverwinter. As far ourselves we are going to be dropped off near land and fly north to East Haven to pick up the people as promised. Delila discovered although Amerine cannot access her magic yet, she is able to cast spells from scrolls. I was able to convince Amerine to travel with us to Silvermoon. That night there was a storm that blew us a bit off course.

Eleasis 24: Spent the day repairing the damage from the storm.

Eleasis 25: Ship attacked by a dragon turtle. We were able to drive the creature off, but it did some major damage to the ship before it left. A series of mending spells cast by all the spell casters repaired some of the damage. We agreed to take a sailor named Bryon back to Icewind Dale with us.

Eleasis 26: Arrived at lawn. We flew north.

Eleasis 27: Flew North.

Eleasis 28: Arrived back at New Haven. Spend the night with Pelven.

Eleasis 29: Left East Haven with Erusia and Ylvera.

Eleasis 30: Flew South.

Elitent 1-5: Traveled.

Elitent 6: Stopped in Mirabar and Thorik and Delila visited Karazhuf.

Elitent 7: Left Karazhuf, grabbed our passengers in Mirabar and flew.

Journal written by Nathan Sundberg as Lance Daymar, Paladin of Hoar.
Special thanks to those in it for the long haul: Niki, Rich, and Robert.
Played in the Forgotten Realms Setting between 2001 – 2007.

Kismet's First Campaign

Elient 8-9: Traveled.

Elient 10: Arrived home at Thandell! I introduced Ylvera to Fanya and learned that Onan was traveling with some members of the Argent Legion to hunt the werewolves in the Cold Wood. Delila went home but Olaeron is still in Sivlerymoon so instead she stayed with her people. She also gave each of her people a piece of 25GP scrimshaw and 100 GP. To Abelard she donated 500 GP towards his library. Last she went to her grandmother's tower and reported everything that she saw.

Elient 11: I celebrated my holy day with a couple of friends and family.

Elient 12: Mistress Talindra told Delila a little that she had an older sister that is now dead. Then Mistress Talindra told Delila that if she should die, that Delila should ask her father about Lirien. Last Delila signed up for a one year contract for Thandell.

Elient 13: There was a horrible crashing noise that could be heard throughout the city. A giant building had appeared and crushed four large houses. Tormod's group had found a deck of many things in the Anauroch desert and decided to use it once they came home. The only problem is that the keep did not appear where it was suppose to. Our group explored the keep, and found a carving of Thoth on one wall. While exploring we were then attacked by two strange poisonous gaseous creatures (Phiuhl). We were able to slay one, but the other escaped into the streets of Thandell. Xeipher found a hidden compartment with 400 gold coins with the symbol of Horus-Re and a wand of block the seed, which we gave to Aleria.

Elient 14: Relaxed in town.

Elient 15: Met with Tormod and his group which traveled to the Cyric sites in the Moodwood and Anauroch. In his group is Amalis - cleric of Kelemvor, Chrystara - a rogue, and Seadun, their earth blooded dwarven fighter. We heard the unfortunate news that their wizard, Jovyna, died in Anauroch. Of importance is that the sight at the Standing Stones has changed. When our group traveled there we could only enter at night, while Tormod reported that the entire place was covered with a shadowy cyclone that could only be penetrated during the day.

Tormod told us that we have not been able to communicate with the groups sent to Darmshall or the Race. He also told us that the wizards of Thay have access to two of the sites, and will only grant access if we permit an Enclave to be built in Thandell. For good news the groups in the Forest of Amtar has been reporting regularly and the group in Halruaa is getting assistance. The group heading into Larloch's lair has been spending this time carefully planning their entrance.

Thorik sent Ananda the drow a sending spell and found out that Adar and his group are dead. We went to a bar to mourn and prince Daereth told us that we could have the keep.

Elient 16: Spent the day making plans to have the roof on the keep remodeled and showing people our new home! Since Tormod's group risked their lives drawing upon the deck of many things, Thorik told them that when he moved in, they would get his house.

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Elient 17: Continued working on the Keep. Rhian Wardlaw, dwarvern paladin of Gorm Gulthyn and Eorrec, dwarvern wizard, had traveled from Mithral Hall to Thandell. They stopped by and visited with Thorik for some time.

Elient 18: Passed.

Elient 19: Left Thandell and flew to Silverymoon.

Elient 20: We went to the temple of Savras and had a commune done. We asked several questions, but the ones we were most concerned about it whether we had a chance of escaping Myth Drannor alive. While the answer was not a definite "Yes", it was not a definite "No" either. I spoke with the priestess of Savras, Uvinestra about the situation with Hoar. She told me that a couple of followers of Shevarash had stopped by, but that they had not been able to locate any of his clergy.

Elient 21: Had a second commune done at the church of Savras. Much to our relief the group of scum seeking the mirrors had not found the one in the Sea of Fallen Stars or Myth Drannor.